

QuestBusters™

# THE BOOK OF CLUES™

BY SHAY ADDAMS



COMPLETE SOLUTIONS FOR 35 OF TODAY'S  
HOTTEST COMPUTER GAMES



# QuestBusters:<sup>TM</sup> The Book of Clues<sup>TM</sup>

QuestBusters: The Book of Clues

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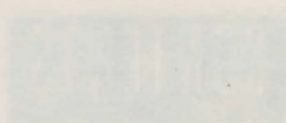
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# Dedication

To Dora,  
You reckon?

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# INTRODUCTION

6

**N**INE YEARS AGO I HAD A VISION. FORTUNATELY, A TEAM OF OPTOMETRISTS, FAITH HEALERS, PSYCHIATRISTS AND HERBAL ANESTHESIOLOGISTS WAS ABLE TO RESTORE ME TO MY SENSES, AND AFTER MONTHS OF OUT-PATIENT CARE I REALIZED THAT SEEKING COLONEL PERCY FAWCETT'S FABLED TEMPLE OF THE WHITE JAGUAR IN BRAZIL WAS NOT HOW I REALLY WANTED TO SPEND THE REST OF MY LIFE. SO INSTEAD OF SAILING DOWN THE RIVER OF DEATH TO AN UNKNOWN FATE AND EVEN CLOUDIER DESTINY, I DECIDED TO PUBLISH THE FIRST IN THE QUESTBUSTERS SERIES OF ADVENTURE GAME SOLUTIONS.

THIS IS THAT BOOK. (I'M SURE YOU PROBABLY FIGURED THIS OUT BY NOW, BUT AM REQUIRED BY ARIZONA STATE LAW #24-VB199 TO POINT IT OUT FOR THE RECORD.) HOPEFULLY YOU ARE READING THIS BOOK IN THE COMFORT OF YOUR OWN HOME — NOT JUST FLIPPING THROUGH IT IN THE STORE LOOKING FOR A FREE CLUE. AN ACTUAL PURCHASE



WOULD MAKE IT FAR MORE LIKELY THAT THE SERIES WILL CONTINUE WITH THE BOOK OF CLUES II, THE BOOK OF CLUES III AND SO ON UNTIL WE RUN OUT OF ROMAN NUMERALS. SO IF YOU ARE STANDING IN A STORE RIGHT NOW, TAKE THIS BOOK DIRECTLY TO THE CASHIER AND BUY IT. WHO KNOWS? IF WE SELL ENOUGH OF THEM, I MAY EVEN GET AROUND TO ORGANIZING THAT BRAZILIAN EXPEDITION AFTER ALL!

# THE QUESTBUSTERS GUILD

**F**OUNDED IN THE YEAR GUE 327 BY A BAND OF GRUE-SLAVERED ADVENTURERS, THE QUESTBUSTERS GUILD IS THE WORLD'S LARGEST GROUP OF COMPUTER ADVENTURE GAMERS. THIS NOBLE BAND DOES FAR MORE THAN JUST ATTEND THE ANNUAL QUESTCON TO SWAP HORROR STORIES ABOUT MISSING GOLD KEYS, KIDNAPPED PRINCESSES, AND THEIR LATEST EFFORTS TO SAVE THE WORLD AS WE KNOW IT FROM THE LATEST IN A LONG LINE OF EVIL WIZARDS. MANY GUILD MEMBERS HAVE DEDICATED THEMSELVES TO ASSISTING OTHER ADVENTURERS BY PROVIDING SOLUTIONS TO THE MOST DIFFICULT PUZZLES AND PREDICAMENTS. WITHOUT THEM, TENS OF THOUSANDS OF ADVENTURERS MIGHT STILL BE STUCK IN THE MAZE IN ZORK I — SO HERE'S A TIP OF THE QB HELM TO THE HARD-QUESTIN' GUILD MEMBERS RESPONSIBLE FOR THE SOLUTIONS IN THE BOOK OF CLUES.

## BEST QUESTBUSTERS OF THE YEAR

Fred J. Philipp and Clancy F. Shaffer

## FRED J. PHILIPP AND CLANCY F. SHAFFER

Inca, Rex Nebular and the Cosmic Gender Bender, Space Quest V: The Next Mutation, Ultima VII, Part II: Serpent Isle, Ultima Underworld II: Labyrinth of Worlds, Veil of Darkness, Eye of the Beholder III, Waxworks, The Prophecy

## CLANCY F. SHAFFER

Challenge of the Five Realms, The Magic Candle III, Realms of Arkania, Protostar: War on the Frontier, The Bloodstone, Dusk of the Gods

## FRED J. PHILIPP

Alone in the Dark, Goblins 2, Batman Returns, Daughter of Serpents, Blue Force, Lure of the Temptress

## PAUL SHAFFER

Amazon, Eric the Unready, Freddy Pharkas: Frontier Pharmacist, Day of the Tentacle, Ringworld, Return of the Phantom

## CHARLES DON HALL

Might and Magic: The DarkSide of Xeen and World of Xeen, Cobra Mission

## WILLIAM E. CARTE

Bureaucracy, Hollywood Hijinx

## ALFRED C. GIOVETTI

The Koshan Conspiracy

## MATT BERGERON

Star Control II

## BRUCE SMITH

Zork Zero

## CLANCY F. SHAFFER, FRED J. PHILIPP AND AL GIOVETTI

The Riftwar Legacy: Betrayal at Krondor

Special thanks also go out to Peggy and Bruce Wiley, Dean Oisboid, Al Giovetti, Fred J. Philipp, Clancy Shaffer and Shay Addams for verification of various solutions.

# HOW TO USE THIS BOOK

**F**IRST LEARN TO READ THE ENGLISH LANGUAGE, A VALUABLE SKILL THAT WILL ALSO ENHANCE EVERY ASPECT OF YOUR DAY-TO-DAY LIFE IN THIS GREAT LAND WE LIKE TO CALL AMERICA. THEN CONSULT THE TABLE OF CONTENTS FOR THE GAME THAT HAS YOU STUMPED.

SO FAR, SO GOOD. NOW USE THE SECTION HEADINGS TO FIND THE AREA OF THE GAME WHERE YOU ARE STUCK. LOCATE THE ANSWER IN THE FOLLOWING PARAGRAPH OR TWO AND GET ON WITH THE QUEST. IT'S NOT ALWAYS QUITE SO EASY. IF THE ANSWER DOESN'T WORK, LOOK BACK OVER THE PRE-

CEDING SECTIONS OF THE WALKTHROUGH: SOMETIMES YOU MUST HAVE ACCOMPLISHED A PRIOR FEAT BEFORE A SUBSEQUENT SOLUTION WILL WORK, AND A FEW GAMES ARE PECULIAR IN VARIOUS WAYS, WHICH ARE POINTED OUT UNDER THE GENERAL HEADING AT THE TOP OF THE WALKTHROUGH. IF NOTHING WORKS AND YOU'RE STILL HAVING TROUBLE, JOT DOWN A QUICK QUERY ABOUT THE SITUATION AND FIRE IT OFF TO CLUE BOOKS EXPRESS, DEPT X, PO BOX

85143, TUCSON AZ 85754 ALONG WITH A SELF-ADDRESSED, STAMPED ENVELOPE. WE'LL ASSIGN A QUESTBUSTERS GUILD CASE WORKER TO GET YOU ON YOUR WAY.

UNLIKE PREVIOUS CLUE BOOK COLLECTIONS FROM THE QUESTBUSTERS GUILD, THE ANSWERS IN THIS BOOK WERE NOT CODED. MOST PEOPLE WHO WROTE TO COMMENT ON THE BOOKS HAVE COMPLAINED ABOUT HAVING TO DECODE THE CLUES. DUE TO THE NEAR-UNIVERSAL IMPLEMENTATION OF AUTO-MAPPING IN ROLE-PLAYING GAMES, COUPLED WITH THE RELATIVE EASE OF MAPPING TODAY'S ADVENTURE GAMES, FEW MAPS WERE DEEMED NECESSARY. IN ADDITION TO COORDINATES AND SPECIFIC DIRECTIONS, WE HAVE INCLUDED MAPS ONLY FOR THE MOST MADDENING AREAS, SUCH AS THOSE WITH TELEPORTS.

# ALONE IN THE DARK



## TYPE

3-D graphic adventure

## DIFFICULTY

Intense

## SYSTEM

IBM (Required: 640K, 286/16+. Supports: VGA, 256-VGA, MCGA; Ad Lib, Sound Blaster, Covox, Soundmaster 2+, Roland)

## COMPANY

Imotion/  
Interplay

**T**HE EERIE ATMOSPHERE OF THIS EUROPEAN TALE FITS THE SETTING, A GOTHIC LOUISIANA MANSION WHOSE OWNER, JEREMY HARTWOOD, WAS RECENTLY FOUND HANGING FROM A NOOSE. YOUR ROLE IS EITHER THAT OF A MALE PRIVATE DETECTIVE HIRED TO CATALOG THE MANSION'S VALUABLES, OR HARTWOOD'S NIECE, WHO IS DETERMINED TO INVESTIGATE HIS DEATH. THERE ARE NUMEROUS ROOMS TO EXPLORE, MOST HAUNTED BY GHOSTS AND MONSTERS THAT YOU MUST DRIVE FROM THE MANSION BEFORE

YOU CAN ESCAPE. THE 3D GRAPHICS USE POLYGONS INSTEAD OF BIT MAPS AND FEATURES NINE POSSIBLE CAMERA ANGLES FOR EACH SCENE, AUTOMATICALLY SELECTING THE BEST ONE FOR THE SITUATION. AS A RESULT, YOU ARE TREATED TO A VARIETY OF SCENES WITHIN EACH ROOM RATHER THAN JUST ONE. COMBINED WITH UNUSUAL ILLUSTRATIONS AND EXCELLENT MUSIC AND DIGITIZED SOUND EFFECTS, THIS MAKES FOR A COMPLEX AND SATISFYING QUEST.

## THE SOLUTION

## GENERAL NOTES

You are limited to the number of items you can carry. After you read something, use a key or use up an item, drop it. If you're still encumbered, find a central location (such as near a suit of armor) to drop items for later retrieval.

## THE ATTIC

It is possible to get the rifle from the trunk and shoot the first monster, then kick the second to death. But it is easier to push the cabinet to block window, then push the chest onto trapdoor to prevent monsters from getting to you.

Pick up lamp. Read book in bookcase for clue. Open cabinet and take Indian cover. Stand at right corner of piano and search. Get letter and read.

## DOWNSTAIRS

Go down to Storage Room and get the bow. Use oil can, then drop it. Walk into hall. Enter room to your left (screen's right). If door doesn't close, close it. Get key from desk and unlock/open chest. Get saber. Open door. Kill Zombie. Exit and go across hall to next room. Kill Zombie that enters after you. Walk into adjoining room. Shoot monster that enters after you with rifle twice. Get vase from window, throw it to break, and get dresser key. Unlock dresser and take mirrors. Cross to bathroom and get first aid kit. Use it.

## BALCONY

Place mirrors on two corner tables to defeat monsters.

## THE HOUSE

Most rooms can be entered in any order, so this solution will mention the room, what to get or do in it, and provide specific instructions when necessary.

## UPSTAIRS: BATHROOM

Run in, get jug and first aid kit from cabinet, run out.

## UPSTAIRS: DARK BEDROOM

Light lamp by using matches. Go straight ahead, get statue and book. Drop book after reading.

## DOWNSTAIRS: STATUE ROOM (ENCLOSED PORCH)

Run in, get arrows from back of statue, run out.

## DOWNSTAIRS: KITCHEN

Get cellar key hanging on wall. Search shelf for biscuits. Eat biscuits. Discard anything you don't need, such as empty box and flask. Search large cabinet next to table to get knife. Enter closet. Back out quickly, kill Zombie with knife.

Go back in closet, search coal and get shoe box. Get revolver from box. Get oil can from

corner. Use oil can to refill lamp. Use jug next beside water barrel to fill jug. Exit closet, get soup from fireplace.

### DOWNSTAIRS: DINING ROOM

Put soup on table, and the walking monster will sit down if you avoid it. Alternatively, you may fight.

### DOWNSTAIRS: LIT CIGAR ROOM

Use jug of water on cigar. Get lighter, record, book.

### DOWNSTAIRS: BEDROOM WITH SPIRIT

Avoid Spirit in chair. Get cartridges, poker, matches, gramophone.

### UPSTAIRS: PORTRAITS HALL

Put Indian cover on portrait of man with axe. From middle of hall, shoot arrows at portrait at end of hall.

### UPSTAIRS: BEDROOM

Take fake book. Push clock to expose hole. Get study key and parchment. Read and drop parchment.

### LIBRARY

Quickly run left, then run along the last row of books to the corner and face the bookcase. Put fake book in empty slot to open secret door in wall to your left. Enter. Take only one book. Read book and two parchments (two). There are three daggers. Take talisman. To exit, kill monster with the crooked dagger.

### ARMOR

Throw statue at armor, get sword.

### STUDY

Enter locked door off of cigar room. Get record. Read book. Note shield.

### THE PIRATE

Equip sword and kill Pirate (this is a long battle). Get Ball Room key, read book.

### BALLROOM

Play record from Study on gramophone. Avoid dancers. Get Chest key on mantle.

### THE CELLAR

Avoid or kill rats. Get bullets from workbench. In corner opposite stairs are barrels. Remove the wedge, and the barrels will roll and reveal an opening in the wall. Go back up stairs. (If you



have already done the Secret Passage section below, then you will enter Cellar from the opposite direction and the barrels will simply roll away.)

### SECRET PASSAGE

Go to Study. Put saber on shield to expose steps under desk. Down. Run across bridge. When Worm appears, run into side tunnel to the right. Kill monster (shoot, kick, etc.). Continue down tunnel. When Worm appears, turn around and return to opening from which Worm emerged, then turn right and enter. Go north, then west to Water Room.

### WATER ROD

Jump down. Avoid monster. Follow walkway. Jump across bridge. Jump up onto ledge. Shoot monster with revolver. North. Shoot flying monster. Jump across pillars to tunnel. Proceed to Waterway.

### WATERWAY

Work your way around to southwest corner. Jump left to chest. Unlock with chest key. Get gem and logbook. Push rock. Enter opening and continue to maze.

### MAZE

Enter. Go west, then south (not to end), then east to door in wall on east side. Put gem in door.

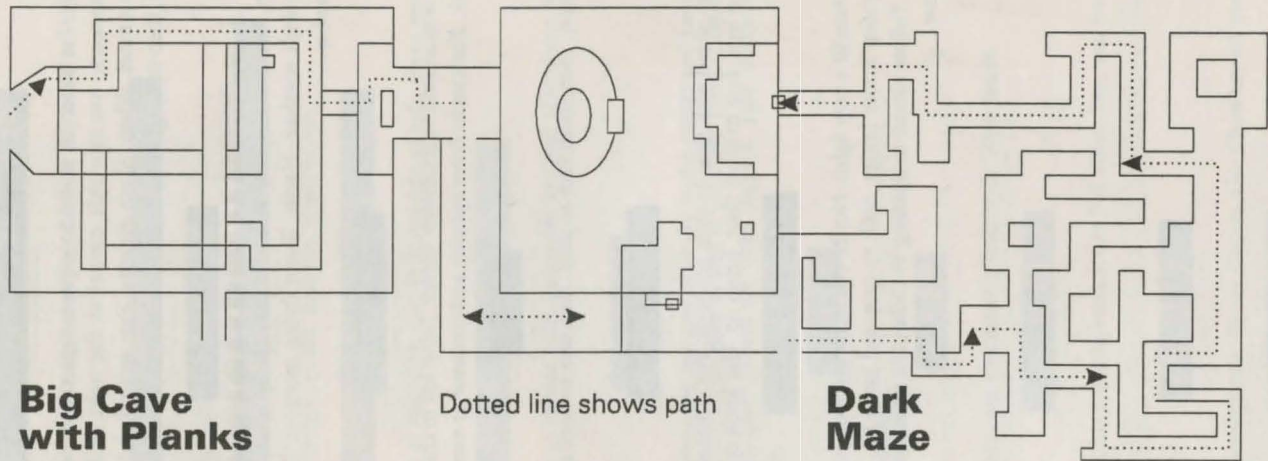
### TREE ROOM

Run/swim to island with tree. At altar, get hook. Put talisman on altar. Use lighter on lamp. Throw lit lamp at tree. Run to other door. Jump up. Use hook on door.

### GETTING OUT

Return to Maze (it's now light). North. Use hook on door. Jump down (you will land in the Water Room). Jump across bridge, walk to cave and jump up. East. South to opening where Worm entered. Follow tunnel to opening in Cellar. Up stairs and proceed to front door. Open door. Leave house.

## Cave with Altar and Tree



# Alone in the Dark

# AMAZON: GUARDIANS OF EDEN



## TYPE

Action adventure

## DIFFICULTY

Quester-adjustable puzzles; arcade scenes are difficult

## SYSTEM

IBM (Required: 640K, VGA or SVGA, eight megs hard disk space and one meg RAM required.

Recommended: mouse. Supports Realsound and "all major sound boards")

## COMPANY

Access, Inc.

**A**MAZON IS THE LATEST RENDITION OF THE CLASSIC "LOST CITY" THEME. IN THE SPIRIT OF FORTIES B-MOVIES AND PULP NOVELS, ITS FOURTEEN-CHAPTER STORY IS FILLED WITH EXCITING EVENTS AND PLOT TWISTS IN THE JUNGLES OF SOUTH AMERICA, WHERE YOU SET OUT TO FIND YOUR BROTHER AFTER HE VANISHES ON A SCIENTIFIC EXPEDITION TO THE AMAZON BASIN. THE JOURNEY IS FILLED

WITH LUSH GRAPHICS AND FAST-PACED ACTION, AND EACH "CHAPTER" ENDS WITH THE OBLIGATORY CLIFFHANGER. THERE IS AN EMPHASIS ON ACTION-ORIENTED PUZZLES SUCH AS CANOEING DOWN RIVER. OTHER PUZZLES INVOLVE OBJECT-MANIPULATION, EASILY MANAGED WITH THE ICON INTERFACE. AN AVERAGE GRAPHIC ADVENTURE, AMAZON IS RECOMMENDED IF YOU CAN ALSO HANDLE THE ACTION SEQUENCES, WHICH HEIGHTEN THE TENSION.

## THE SOLUTION

### CHAPTER ONE: TERROR IN THE JUNGLE

Enter building. Talk to secretary (any response). Go to Jason's office. Use intercom. Go to Thornick's office (automatically takes you home). Take letter opener (on table). Use opener on package by door. Take key and letter.

### CHAPTER TWO: A SECRET CODE

Look at photo above TV (note the number of brothers (one) and sisters (two)). Look at trophies on cabinet (noting year of award, which is 1952). Return to office. Open rat cage. Take rat. Exit. Use rat on receptionist. Open key case (beside secretary's desk). Take Fritch's car keys and display case key. Go to Allen's lab. Open red book. Read red book (ingredients for love potion). Open journal and read it. Use cabinet key on cabinet lock. Pick up tape boxes. Use display case key on display case. Pick up jungle potion.

### THE BLOWGUN AND DART

Pick up movie on counter. Put movie on projector. Pull down screen. Flip switch on projector. Examine movie (note name). Turn off projector. Take blowgun from wall. Take darts from wall. Move dartboard (reveals safe). Return to office. Open cabinet. Pickup alcohol. Combine alcohol with jungle potion (drag one on top of other in inventory). Put new potion on stand over burner. Turn knob on burner (until potion turns green). Turn knob off. Take beaker (heated potion). Combine dart with beaker. Combine drugged dart with blowgun. Exit office. Take hanger from coat rack. Return to apartment (use your keys on car).

### APARTMENT

Examine upturned chair closely (finding decoder ring). Take ring. Use tape on tape recorder. Turn tape recorder switch on (you learn combination to safe). Return to office. In parking lot, use Fritch's keys on his trunk. Get crowbar and bolt cutters. Close trunk. Go to vault entrance. Save. Climb stump. Examine male and female guards. Use blowgun on male guard. Use bolt cutters on trash can. Take dropped key (by guard's clothes). Use vault key on vault door.

### CHAPTER THREE: HEAVY METAL MONSTER

Examine B.O.B. Return to vault entrance. Take garbage can. Return to vault (B.O.B. leaves). Use crowbar on drawer. Take drawer contents (map, compass and microfilm). Go to library. Talk to librarian. 2. 2. Go to parking lot. Use coat hanger on Miss Morton's car. Turn on her lights. Return to librarian. 1. Use microfilm on machine. Page through story on emeralds. Go to Allan's office. Use safe combination on safe. Take money. Go to parking lot and use your keys on car (takes you to airport).

### CHAPTER FOUR: HOT PURSUIT

Open truck door. Pick up cigarettes that fall out. Take Jerry can off truck. Take tire pump from bike. Enter building. Talk to agent. 1. 1. 1. Offer money (gives you card). Enter Green Monkey bar. Talk to bartender. Offer card. Talk to pilots.

**CHAPTER FIVE: FLIGHT OF DOOM**

At gunpoint, say anything. Save. When pilot moves closer, open chicken coop. Pick up parachute. Use parachute on locked cockpit door. Enter cockpit. Pull yoke, throttle and flap lever (you crash into lake). Move box. Open hidden box. Get raft. Combine pump with raft. (Use inflated raft on lake.)

**CHAPTER SIX: EL LOCO**

Take pole from ground. Take peppers from stand. Enter cantina. Talk to cook. Exit and return to cantina (customers should be gone). Each time cook's back is turned, take food and tip from first table, lighter from second table and knife from counter. Combine knife with peppers. Use sliced peppers on the plate that the cook is preparing (when his back is turned). Exit and wait for food to be delivered to El Loco.

**IN THE HOTEL AND CANTINA**

When El Loco runs to fountain, open hotel door (entering). Take rat trap. Use enchilada on trap. Use loaded trap on stairwell. Take wallet out of rathole. Use receiver on phone. Use peso (from tip) on change slot. Dial number and let ring three times before hanging up. Go to trading post with old man. Buy roots, ammo, paddle, net and machete. Return to cantina (woman will enter). Answers: 2. 1952. three sisters, one brother. Wild women of Wongo. Back outside, take ladder. Use ladder on side of hotel. Climb ladder. Use pole on sign (knocks out El Loco and gives you a nugget). Climb into boat (takes you to Allen).

**CHAPTER SEVEN: THE BRIDGE**

Move metal sheet. Move log (supports sheet). Give ammo to Allen. Click on Maya's icon. Move Maya to center of bridge and have her use net on bridge support (fixes bridge). Click on Jason's icon. Have Jason cross bridge (takes you to ship). Talk to captain. 1. Offer cigarettes and gold nugget.

**CHAPTER EIGHT: SLAVE TRADERS**

After Salvador passes by on ship, cross open ground and get hollow reed. Use poison root on water. Enter water from right hand side. Climb ladder (after Salvador passes by again). On deck, avoid Salvador. Take fishing pole at rear of ship. At midship, move cratelid and take harpoon. At front of ship, move crate (forces Salvador to walk in front of you). Move barrel of harpoon gun (to point in Salvador's direction). Use harpoon on gun. Save.

When Salvador approaches, use trigger on gun.

**THE CAPTAIN'S CABIN**

Go to captain's cabin. Look in porthole. Use fishing pole on keys in cabin. Use keys on door at Salvador's quarters. Enter quarters. Save. Move bar on floor (across door). Use knife on Maya's ropes. Open cabinet and take bottle. Take rag and use it on bottle. Use lighter on rag in bottle. Open porthole. Throw cocktail out porthole. After captain yells, move bar and open door.

**CHAPTER EIGHT: PART II (VILLAGE)**

Use net on crate floating in river. Use fireworks on bonfire. Get ladle from hut. Move rock,

getting earthworm that crawls out. Use earthworm on fishing pole. Use pole on river (catching fish). Have Maya cross small bridge and examine plant (on right). Take plant. Have Jason move cooking pot onto fire. Put plant and fish in pot. Pour jerrycan into pot. Use ladle on pot (filling it). Use full ladle on boy's head.

### CHAPTER NINE: ANCIENT SECRETS

Save. This sequence may be random, so follow the chief's directions downriver (left, right, right, left at branches). At hut, offer Stroheim map and compass. At jungle treehouse, pick up plank on ground. Put plank on rock. Have Maya stand on edge of plank. Have Jason climb the stump (automatically propels Maya to tree ledge). Have Maya climb the tree. Use vine to swing across gap. Shake rope loose. Have Jason climb the rope. Have Maya enter basket. Have Jason pull on rope, lifting Maya. Have Maya enter the hut.

### CHAPTER TEN: HALL OF DEATH

Take silver key from skeleton. Use silver key on chest. Take scroll. Use machete on vines against wall. Use machete on breastplate of skeleton. Take emerald. Exit. Follow Stroheim's directions on river (right, left, left, right).

### CHAPTER ELEVEN: SPECTRE OF EVIL

At camp, take chain. Move tent flap and take jerrycan (gas). Use winch on jeep (unwinds cable). Use chain on log. Pour gas can into jeep tank. Take keys from dead man by jeep. Use jeep key on jeep. Use winch. Have Maya move tarp. Move box top. Take explosives. Move airtight case at bottom center of screen. Take Geiger counter. Use counter on jungle north of jeep until bush is found. Move bush. Take arrowhead. Exit. Back on river, Save. Go right, right, left, right (these directions may be random, the reason for saving first).

### CHAPTER TWELVE: A SECRET PASSAGE

After Maya's shot, move tree limb. Examine carving in door. Use arrowhead on carving (enter automatically). On bridge, go to middle of bridge, behind support column. Wait until amazons are shot. Use lighter on explosives and set explosives at base of middle column. Go across bridge.

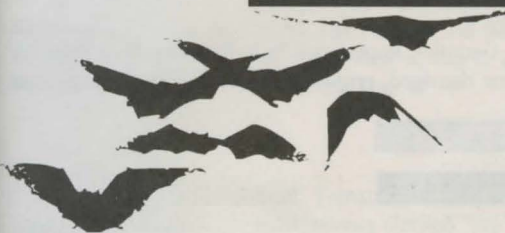
### CHAPTER THIRTEEN: THE THING IN THE PIT

Take laces from boots on ground. Take spear. Use laces on spear. Use knife on laces and spear. Cut flower hanging from edge of vine (drips sap). As giant ant approaches, wait for it to stop and reach up to drink sap. Move beside it and stab upward with spear (using up arrow key).

### CHAPTER FOURTEEN: THE GUARDIANS OF EDEN

Automatic (if you used too many hints, you won't see the complete ending).

# BATMAN RETURNS



## TYPE

*Animated adventure*

## DIFFICULTY

*Novice*

## SYSTEM

*IBM (Required: 640K, 20 megs hard disk space, mouse, 256-color VGA. Recommended: Ad Lib or Sound Blaster)*

## COMPANY

*Konami*

**A**S BATMAN, YOUR GOAL IN THIS ADAPTATION OF THE FILM IS TO PREVENT THE PENGUIN FROM WINNING THE MAYORAL ELECTION OF GOTHAM CITY. YOU WILL SCOUR THE CITY IN SEARCH OF THE NECESSARY EVIDENCE IN A QUEST THAT SPANS NINE NIGHTS. THE COMPUTERS AND VCR IN THE BATCAVE ARE FREQUENTLY USED TOOLS IN THE INVESTIGATION, AND YOU SPEND PLENTY OF TIME CRUISING IN THE BATMOBILE. THE POINT AND CLICK INTERFACE

IS EASY TO LEARN. PHOTOS FROM THE FILM AND HAND-DRAWN VGA WERE DIGITIZED TO ILLUSTRATE EVENTS AS YOU SOLVE OBJECT-ORIENTED PUZZLES. THE ANIMATED ARCADE SCENES AREN'T AS TRICKY AS MOST ACTION GAMES, SO DON'T LET THIS DETER YOU FROM PLAYING *BATMAN RETURNS* IF YOU ENJOYED THE FILM OR COMICS.

## THE SOLUTION

## GENERAL

View news each day. When you find evidence (items), return to Bat Cave and view it. You can then extrapolate on it. Items you scan can be processed in an identical manner. Many sequences are timed. You have to be at the right place at the right time on the right day. When you find a videotape, view it on the tape player in the Bat Cave. Combat is automatic. Set fighting to Fierce Mode. At the end of each day, return to the Bat Cave and enter Wayne Manor to move on to the next day.

## VAULT

Enter the Vault and take the Grapple, Gauntlet, Rope, Lock Pick, Batarang, Bolo Batarang, Sonic Batarang and Scanner. If you become damaged, return to Bat Cave and exchange your Batman Outfit for another.

## DAY ONE

Check news. Go to Plaza before 8:00 P.M. Swing down to Street. Fight the Acrobat until you win. When the Fire Breather appears, use the Bolo Batarang on him. Interrogate him. Ask him for an explanation. He will give you a Fish.

## DAY TWO

Go to Fish Market between 6:00 and 7:00 P.M. Go to Zoo. Down to ground. Pick up the Videotape and Circus Poster. Return to Bat Cave to view, extrapolate and play tape.

## DAY THREE

Go to Shreck's Office and look at desk. Scan the Floorplans. Look at the Globe. Open the drawer. Scan the note. Go to Mayor's Office and take the Party Pictures.

## DAY FOUR

Go to Fish Market. Go to Penguin HQ. Go to Shreck's Office and scan Memo on desk. Go to Zoo and get Advertising Flier. Go to Mayor's Office and get Feather. Return to Bat Cave and view/extrapolate new evidence. Go to Selina Kyle's apartment. Look at floor. Get Memo and Newspaper Clipping.

## DAY FIVE

Go to Mayor's Office and take Plans and Framed Picture. Go to Apartment and take Newspaper Clipping. Go to Shreck's Office and scan Memo.



DAY SIX  
.....

Go to Plaza. Swing down to street. Fight Acrobat. Use bolo batarang on Fire Breather. Interrogate. Ask about plans. Go to Penguin HQ. Enter vent. Take Videotape. Go to Apartment and take the Floppy Disk.

DAY SEVEN  
.....

Go to Shreck's Office and scan Blueprints. Go to Apartment and get Newspaper Clipping.

DAY EIGHT  
.....

Immediately go to Shreck's Office. You may or may not save the Snow Queen. Go to Bat Mobile. Pick any location. Wait. The Penguin will take control. After the crash, you will be back in the Bat Cave with a Videotape. View it. Go to Batskiboat. Advance time to 12:00. Go to Penguin HQ and enter vent. Get the Map.

DAY NINE  
.....

Sit at Computer Console. Transmit the Video you got when the Batmobile crashed. A vignette will follow. Tell Commissioner Gordon "yes." Shreck will be arrested. Go to Batskiboat. Go Downtown. Walk across beam. Go down to Street. The Circus Train will be here. Fight the Acrobat. Go to the Batskiboat. A vignette will follow. You will be at the Arctic World. Fight Circus Villains. The Penguin will show up. You will now be inside the Arctic World. Make sure you're fighting in Fierce Mode. Use the Bolo or Sonic Batarang on the Penguin. You may have to use both. The Penguin will fall into a vat.

# BETRAYAL AT KRONDOR



## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (Required: 640K, 386SX+, DOS 5.0+, 2 megs RAM, one meg EMS), VGA, 15 megs hard drive, 3.5" floppy; Strongly recommended: mouse.*

*Supports: Ad Lib, Sound Blaster, Roland, MIDI)*

## COMPANY

*Dynamix/Sierra*

**B**ASED ON RAYMOND E. FEIST'S RIFT WAR NOVELS, KRONDOR PRESENTS A NINE-CHAPTER STORY THAT INTRODUCES NEW CHARACTERS AND EVENTS IN A FRESH STORY. YOUR PARTY'S GOAL IS TO DELIVER A PRISONER TO THE CASTLE OF KRONDOR IN THE LAND OF MIDKEMIA — BUT GETTING THERE IS HALF THE ADVENTURE. DOZENS OF EXCITING SIDE QUESTS AWAIT IN EACH CHAPTER, THOUGH MANY MAY BE BYPASSED

KRONDOR EMPLOYS A UNIQUE GRAPHICS SYSTEM THAT SHOWS THE 3-D WORLD WITH POLYGONS AS WELL AS BIT MAPS, THE SORT OF TECHNOLOGY USUALLY RESERVED FOR FLIGHT SIMULATORS. ORIGINAL COMBAT, MAGIC AND OTHER SYSTEMS ADD TO THE SINGULAR FLAVOR OF KRONDOR, POSSIBLY THE GENRE'S MOST INTERACTIVE "NOVEL" YET AND THE BEST RPG OF

## THE SOLUTION

## GENERAL

Build up your characters quickly with the following side quests. They may or may not work in the chapter described, but will often work in later chapters if you persist. Talk to everyone. Watch your rating carefully. If it falls to 0 you are almost dead. Save before opening any non-wordchest, which will probably be trapped.

In the Preference Screen, set steps to the smallest, text to medium, and detail to low until you are in a main mode searching (then turn it to high). Do not enter Sethanon. Save very frequently.

## TELEPORTS AND TEMPLES

To teleport between temples with wall designs, enter all temples and note the wall design so you can return there later. They are not shown on the map, so look at the temple list for guidance from the gods.

Temples are found northwest of Loriel, west of Hawk's Hollow and southeast of Zun, northwest of Eggley and northeast of Questor's View (Silban), north of Krondor and south of Sarth (Sung) and in Sarth (no teleporter). They are also found east of Darkmore on the north side of the road, in Malac's Cross (very convenient), northeast of Malac's Cross and north of the Oracle of Aal (Lims-Kragma). Also in Silden (take the boat; Eortis, no teleport), in Sloop (abandoned), northwest of Prank's Stone and south of Cavall Keep (Banath), north Kenting Rush (Kahooli), north of Wolfram (Dala) and west of Eldpoint (Tith or Onan-Ka). There are no temples in Moredhel country (Chapters 4 and 5, Elven country to west of Mac Mordain Cadall (Chapters 5 and 6), Dimwood Forest or Timiriánya (Chapter 9).

## CHAPTER 1

Try to get six extra sets of good armor from dead assassins to bribe Lord Lyton. Put them in chests along the road: loot on bodies disappears, but in chests it is preserved from chapter to chapter. To avoid most of the side quests, go straight to Krondor and visit the Temple of Sung.

## VITAL SIDE QUESTS

Click on the Garrison at LaMut to learn of the Grey Warriors and the stolen ruby. Talk to the Garrison and Sumanim, who tells you to seek out Keifer Alescook in house four in Loriel. He will tell you about Issac, which activates the "Isaac Stolen Gem" word. You must return the ruby to learn that Makala makes secret payments to Delekhan.

In the side quest at the Mac Mordain Cadall mines, enter the pit in the second level. Kobolds will trade ten extra health points for each suit of Grey Armor. Cross the river west of Tyr-sog and search the Dwarvian battleground. Get the armor (on west side of the river, south of the bridge) and return to the Kobolds. (This may work only in Chapter 2 or 3.)

Brother Jeremy, in the house east of Yabon on a side road going south, wants you to investigate an extra box near the Six Sisters hills west of Hawk's Hollow and south of the road. The reward is a copy of Bird Migrations; study it to raise all skill levels permanently.

The shop in Tyr-sog has a practice lute that can be used to increase minstrel skill. Once the skill is high enough, you can make lots of money by barding at any inn. Use the practice lute and barding to improve the skill.

In Babson Hostel, Grimm bets you can't make him laugh. If you have talked to Sumani, click on the "Sumani joke" keyword and a fourth button will pop up. Hit it to get 80 gold.

Talk to Devon in the Strangers Tavern in Eggley, and use this keyword to talk to the acolyte

at the Temple; then talk to "Snake Eyes" Spitzer at Tom's Tavern in Tanneurs. Spend the night at Tom's Tavern and run into the Collector; you will automatically send him to justice. The priestess will reward you. Also kill the Quegian Mercenaries camped outside the Temple of Silben.

To stop the assassination attempts on Gorath, see farmer Rowe and take shelter in his barn southeast of the Temple of Silban. This leads to Nago, who, if killed, allows the Priests in Sun to sleep and will remove most assassins. You can also be fully cured in the Temple.

In the side quest involving Chanty, a fisherman, you must visit his house to trigger the Black Slayer event. If you talk to Devon, mention the graveyard. A magician will be found dead near a crystal trap. He has a key; if you use it on the right house you will get a horn of Algol Kokoon.

### CRYSTAL TRAPS

South of Zun is the first crystal trap. To survive, press "G" and walk between the grid lines. Use the "R" key to solve a trap when resting, so only one character has to solve it. In most traps, walking more than one character around is very dangerous: the group often takes their own route rather than the one you chose, and the group route will get them killed more frequently.

As you go south from the first trap, say "yes" when asked if you want to use the passage to enter the next large section of the map. Then go south along the Sea to Krondor.

### THE PALACE

If you don't have torches and rope, buy them at the store. (The rope's uses are limited, so pick up extra rope as booty or buy at least five ropes.) Click on the wall of the cliff under the bridge, in front of the main gate, until "sewers" appears. Enter the sewers.

Light a torch. You will run into Limm. Proceed from the entrance as follows: north through crossroads, west, north through room, west, north, east, north (watch out for pits). Click on ceiling to swing across with rope. Fight Nighthawks, then meet with James to get palace key. Return east, south, west, and north to ladder; use key to open grate. Enter palace. Talk with Locklear will leave, and James will join Gorath.

### CHAPTER 2

To visit King Lyam's troops at the Black Sheep Tavern in Romney, James and Gorath must leave the palace the same way they entered. At the southern entrance, you run into Owyn, who again joins the party.

Between Romney and Malac's Cross you will run into a large group of Nighthawks near the Temple of Ruthia. If you have a problem, go back to a save and hug the southern mountain range until you get past them.

As you go west you will be stopped by Tax Collectors. Pay 300 gold, go back, or go north around them. (Or if you have six sets of Armor, go to Lord Lyton's home in the north and he will call them off, as well as stop his Night Thievers.) As a reward, you will receive the Key of Virtue and Spynote 15.

If you catch the plague near Silden, click on the ship there to reach the Temple of Eortis on Temple Island. Inside, click on the curtain and talk to priestess Beyla. Find and slay all the groups of Rusalka between Silden and Romney, or you will not be permitted to return to the temple. When you do, however, Eortis will heal you for free. Also be advised that Haphra the Mystic, south of Sloop, is possessed by Rusalka. Reject Haphra's prediction and receive a reward.

Search west of Lyton for a farmhouse with a cornfield and barn belonging to Feeber. Search

the barn for four Glazier seals, which are necessary to enter Romney. As you approach Romney, Mitchell Wylander will stop you unless you have a Glazier seal. In Romney, go to the Black Sheep for information. You will get a Spyglass and Spider. (Use the spider on any sword to coat it with a deadly poison.) Talk to all.

### CHAPTER 3

James, Owyn and Gorath must discover who killed the soldiers at the Black Sheep. Many clues are in Romney, but most come from the Temple of Kahooli, north of Kenting Rush. The Spyglass will reveal every important thing in the nearby area. It stays with the character who carries it, even when he leaves. Give it to Owyn and Gorath, who appear in all but two chapters, so you will have it when it's needed.

On the way through Kenting Rush you will meet Navon Du Sandau at the intersection east of the Dagger and Star Tavern. Talk with him, then go north to the Temple. To get the Priest to talk, put all your food into bags and stay encamped until you are starving. Then go to the Temple, and the Priest will tell you about Navon Du Sandau. Return to Navon Du Sandau, kill him and get the cellar key.

Go to the south of Kenting Rush, locate a well and use the Key of Virtue on it to get a Knight's Piece. You can also buy a key in this town. A house on the south side contains a Magician; answer "yes" first, then "no" to get a Lightning Staff.

Approach the Temple of Banath between Cavall Keep and Prank's Stone. Two men will tell you to drop all your metal, then they will steal it. Banath likes metal; with it, you can enter and be cured.

In the town Prank's Stone, don't take the road leading west and north from the mid-town intersection. The real Prank's Stone, at the end of this road, steals gold and some keys if you get too close.

Just north of the Temple is a dirt road going west. Follow it to the waterfall. The caverns are just behind the waterfall. Use the Knight's Piece on the cavern and waterfall to enter the cavern. From the southwest corner where you arrive, go north through the room, then east, north through another room, east, south to the first east passage. Go north, east, to the pit, north, east, use the first east door, south to another door, and use cellar key. Enter and unlock word-chest ("darkness").

Go west at the first east door, open the locked door and the chest ("rope") to get the Abbot's Journal with a clue to the location of a very special magical weapon. Owyn and Gorath will now start as prisoners in a dungeon in Chapter 4. The reward is the Abbot's Journal.

### CHAPTER 4

Get your gear from the chests. Search bodies. Go north, west, and north into a room. Get the Guildis Thorn Key and return to the first room. Unlock the east door with the key. Go east, north, west and north to the end of a passage. Then go east, into the pit, and east into a room for the Interdictor key.

Return to the first room. Unlock the south door and go south, west, south, west, north, west, north a long way and east into a room. Go north from the room, west, north, east, north, east, south, east, first south, east, north at intersection, east, south, first west, south, and up to level 2.

On level 2 you start in the northeast section. Go north, west, south into a room, east out of the room, south (watch out for pit), west, south into a room. Go east out of the room, south, east, south, enter first door east, into a room, south out of the room, east, and north to stairs leading up.

From the southeast corner of level 3, go north, then west. Take the first north, go all the way west through the room, south through another room and out to Sar-Sargoth. When you

leave Sar-Sargoth, take the emerald and note from the Skull above the entrance on the picture of the castle.

Now go due south across the road until you hit a mountain and a graveyard. Go around the west side of the mountain and continue south until you run into a crystal trap and three Ogre Magicians. (You may skip the Ogre Magicians and go directly to Armangar). Slay them and head southwest into a group of trees around a large stone slab and get Nalar's Rib, a powerful weapon. You will be asked if you want to place the Emerald in the notch. Say yes, and all nearby monsters will die. Loot them for food and items. In Armangar, find Irmelyn in the Giant's Broth Tavern. He asks you to save Obkhar in the naphtha mines northeast of town.

To reach the naphtha mines, go around the north side of the mountains separating the road and river, then south along the river. When you reach a narrow part, squeeze in between the water and mountains and enter a small, box-like canyon. Cross the bridge to enter the mines. You may have a problem with the manager. Don't light a torch in the mines. Use Bracer of Pandor or Candleglow for light.

Go west, north and west to a chest; open it with Noble's pass key, take three Vapor Masks and return to the starting point. Now go east, north, west, north, west and north to Obkar. Go south and west to the river, use masks and click on river to exit. Return to Irmelyn.

In Irmelyn, go to the house in the south part of Caern and west of the crossroads leading to Raglam and Wyke. Use the Spyglass to find the house. Talk with Cullich.

You cannot get across the bridge south of Armangar. You will have to cast the spell "And the Light Shall Lie" several times. Go to Harlech and talk to Moreaulf in the northernmost house. The spell lasts a very short time, requiring that you walk three or four spaces and cast it again until you get into and out of town; otherwise you will have repeated fights with the army which will prevent you from reaching Moreaulf. He will give you a password. Return to the bridge, use the password, cross and proceed south. An alternative to using the password, which you can only get after helping the man in the mines, is to return to the bridge repeatedly until the Ogres fight you. They put up a tough fight, but you will save time if you win.

## CHAPTER 5

You start with James and Locklear, and later the Mage Patrus joins. Head toward Northwarden and talk to Baron Gabot. Then go south on the road until Duke Martin arrives. He wants you to poison the rations in the lockchests with Coltari poison, sold in a nearby shop.

Head northwest from Martin. After you find the chests, walk around the hill. Key words are "onion," "outside" and "door." Put the rations in your inventory and poison the chests (one per set to a box). Patrus may need to cast his Union spell to open the boxes, since he needs magic to read Moredhel. (There may be a bug here: in one game, the boxes were empty, so it was necessary to poison some of the party's own rations and put a package in each box to complete this task.) Return to Martin and say "poisoning."

Baron Gabot wants you to return Tammy the minstrel to his post. Buy Fadamor's Formula at a shop to increase strength. Go to the Tavern at Dencamp-On-The-Teeth, where someone says a fine minstrel headed for the old barn. With a strength rating over 40, you can open the barn door; otherwise use the formula. Tammy agrees to return if you get him a Pattern Stone.

For the Stone, go east on the main road to the first dirt road going north. Go north to the trap, then north to the cave. Inside, go north, then west to a pit. Cross it and go north to the room with three chests. One holds the Geomancy Stones. Return to Tammy and give him the Stone. He will give you the bag of gold he took when he left. It contains over 10,000 gold and diamonds you can sell later. (A wyvern's egg can also be found in the caves, and must be in the Mage's possession to cast the Thy Master's Will spell, which controls wyverns.)

Going north at Duke Martin's suggestion, the party is stopped by Goblins. Pay them. Go north to Raglam. The catapult is missing one part. Try to go to Captain Kroldech's house; go

won't answer.

Talk to the Engineer, get Patrus drunk and then go to the old Elf house near the Tavern. Say "yes" about entertaining him, and have Patrus play to learn about the payload and the missing part. The payload will cause madness. Retrieve the missing part from the trapped box near the river and have Patrus disarm it. Take the gear back to the catapult, click on it with the left button and test-fire it.

Go to Captain Kroldech's house in Raglam and get the plans (Spynote 21), a Galon Griefmaker, Elven Armor and Elven Arrows.

Take the plans to Duke Martin, who wants you to slay six invisible Moredhel spellcasters. Go south of Decamp-on-the-Teeth. Look for a house with a well on the south side of the road. You cannot use magic. Stand next to the spellcasters, slay them and return to Martin and Northwarden. (For this task, be sure you are at peak health: use restoratives before combat, make sure that your armor and weapons are 100%, and save before you start, as this is a particularly lethal combat.)

## CHAPTER 6

Owyn and Gorath must find Pug and Gamina. In the sewers, go south, west, take the first south, west, south to crossway, west, north, west, and south to Katt. Leave her, return to crossway, north, east, north, west, south, and down. On level two go north, east, and north. Have Owyn deactivate the chest and get Idol; give it to Katt on level one and return to crossroads, go south and out. You may need to return to the same sewer grating through which you gained admission to the castle in Chapter 1, since Timm may not let you leave the sewers. Leave the castle by the front gate. Speak to Nivek in the Krondor tavern to get a clue about the affair.

Now head for Malac's Cross. You will run into a large number of Pantathian Serpent Priests around the town; be sure your weapons and armor are at 100%. Be prepared to use the restorative spell and weapon or armor enhancers before and during combat. Use the Evil Seek Spell and attack, repeating as often as necessary. Talk to Abbot Graves, who wants you to find Mitchell Wylander. Go to Sloop, whose house is near the store. Take a note back to the Abbot.

Go to Krondor. At the crossroads just outside the city, you find a body with the key to Stellan's house. Go to his house in Eggley and get the map that will lead you through a secret entrance into the libraries at Sarth.

You cannot enter Sarth the normal way. Click on the city until you see the word "enter." Enter the cavern and follow the main passage south to a cross passage; go east and follow this passage all the way south to the stairs. Examine all the books until you have the information you seek. One chest has a code word: "Walnut."

Go south of LaMut to a dirt road going west; follow it to the Mac Mordain Cadall Mines. Talk to Naddur and do as he says. Go westerly and slay Brak Nurr. The directions are west, north, west, south, west, south, west, north, west, south, and west to the stairs down.

On the second level go west, south, west, north, west, south, west, south and west to the stairs down. On the third level, go west through a room, west, north and west. At the end of the passage go north, then west to Elvandar.

Search for Prince Calin in a blind canyon in the northeast corner. Do not cross the river if you wish to see him. He will give you a key of Lineages.

On the southeast shore of the large lake in the center of this area is a Rusalki with a quest. Retrieve Elam's Heart for her from the chests south and west of the north-to-south bridge over the river that runs east-to-west through the entire map. Have Owyn disarm the chests. Return the heart to the Rusalki to get eight packages of food. Stock up on food, as it will be needed in Chapters 8 and 9, but do not get the food too quickly.

To reach Elvandar, go south to the first bridge and cross it. Fight your way to the northwest corner, then go to the west side of the forest and north of the river intersection. At the eastern-

most mountains, go north to avoid the deadly sleeping glades.

You may also reach Elvandar by going directly to the Ancient Ruin. In the Ancient Hall you will need the Key of Lineages. Do not follow the road to the Ruin, or you will die from sleeping instead, immediately turn left after crossing the north-to-south bridge. Hug the river bank until you reach the mountains, where you turn north. Stay close to the mountains until they turn east. Turn east with them until you reach the entrance to the Ancient Ruins. (There is less combat this way.) In the Ruins you get two good items, plus fifteen permanent health points.

## CHAPTER 7

James, Patrus and Locklear should southeast and cross the east-west bridge. Continue southeast to Duke Martin, who tells about the Rift Machine. Continue southeast until you encounter Obkhar, who has more information. Search the forest's northeast corner, just east of a waterfall, for a wordlock chest ("snowflake"). It provides the password for the north-south bridge. Find it and cross to the south.

Go east along the river until you meet Moreaulf. Cast "And the Light Shall Lie" on the party, and Moreaulf will have a key word for the Rift Machine. Click on the keyword, and James will say they were sent from the transport site. The Spellweavers say they need the "other Waani they stored," which Moreaulf says was stored in a lockchest with the code word "victory." The chest is in a box canyon in the southwest section of the forest, but the Waani is not there.

Now go north and around the mountain to a house surrounded by a fence. Say "Waani and supplies" to Squire Phillip, who gives you the Waani and tells where to find the supplies.

Go to the east-west bridge. Cross west and go south to a "V" shaped mountain facing west. Walk through the illusory mountain and go south to the Rift Machine. Use the Mind Melt Spell on the Goblins. Left-click on the Rift Machine.

## CHAPTER 8

Owyn and Gorath have been transported to the island off the coast and are searching for Pug and Gamina. (Do not go into the island's southwest corner until the cup has been returned to you.) Head north. In the northeast section you will find a house near a mountain. Enter and get a crystal staff. Click on the yellowish plants to get manna; rub it on the staff. Go to the seven marble pillars in the island's north-central area. Each is connected with a particular goal. Conserve food for this and the next Chapter.

### THE SEVEN PILLARS

One: the Pillar of Sutakami increases the group's Assessment Skill 15%.

Two: the Pillar of Dhatsavan advises you bring it the cup of Rinn Skrr and not to use it until then.

Three: the Pillar of Ardejin Torru grants a permanent 10% Strength bonus to the party.

Four: the Pillar of Gobi Ulakaliki instills a dark foreboding.

Five: the Pillar of Kubal AbDhet gives the group 10% Defense Skill bonus.

Six: the Pillar of Metemori reveals that Gamina is a captive in the Riftworld mine, which really the ruins of the Temple of Dhatsavan.

Seven: do not click on this pillar, or you lose four health points permanently.

### THE CUP AND PUG

Find the cup in a hut in the island's far southeast corner. Follow the road southeast from the pillars to a bridge. Cross and go directly southeast. (You don't need to follow the road.) Return the cup to the Pillar of Dhatsavan. Click on the pillar again, and you will be transported to Pug.



Save the game. Return to the pillar with Pug and give the cup to him. Use it. Owyn can now transfer all his knowledge to Pug. Head for the island's far southwest corner, set detail on high and look for a small mound. You will find the scroll of Strength Drain and Armor for Pug. Use the cup to transfer the spell to both parties.

Go east along the south edge of the map. Turn left (northeast) at each crossroads. Cross the bridge in the approximate center of the map and follow the path to the cavern. Inside, go north, take the first west, go north to a dead end, west to the north passage and north into a room with Wind Elementals. Have Pug and Owyn cast "Strength Drain" Spells until all Elementals are dead.

## CHAPTER 9

Be sure you have lots of rope before proceeding. Then find the "Ward of Ralen-Sheb" key from the Goblin's body in the first room. From here you can go east, then north, and with a couple of jogs west, go east to the stairs and down to the second level. If you travel from the north exit, go north and then west to a crossway, and north to the first passage east, where there is a barrier. Beyond the barrier is the Oracle (a Dragon), but you cannot approach him until all six spellcasters are dead.

Enter the second level from the northeast corner, then go north and west into a room. The first spellcaster is in the northwest corner. Save before opening any chests. Go back east out of this room and take the first south passage into another room. Cover the entire area for the other five spellcasters.

Slay all spellcasters and return to the barrier on the first level. Now you can move freely. You will confront Makala, who is trying to remove a sword from a stone, and the story ends automatically.

## KEYWORDS FOR CHESTS

Before consulting this list, note the first four letters in the first slot, then the number of slots.

alcohol	coals
arrow	coffin
ashes	colts
bard	darkness
bark	death
barrow	delekhan
bell	dice
blade	die
blood	dispute
book	drum
bottle	eggs
breath	equals
bridge	eye to eye
broom	farrier
bubble	fire
bull	fleas
button	fog
candle	future
cane	gallows
cards	gauntlet
chest	glamredhel

gloves	shoes
grave	sieve
hair	silence
haste	snail
hole	snares
holes	snowflake
honey	spider
horseman	sponge
icicle	spurs
jacket	stake
key	stars
knocker	stove
lake	stranger
life	sunshine
mattress square	sword
milk	table
mirror	temper
mouser	thistle
music	thorn
name	thought
noise	towel
noose	trade mares
nothing	treasure
ocean	trolls
onion	victory
orange	wagon
outside	wall
paddle	walnut
path	waterfall
peace	weary advice
plow	wind
power	wrong
print	yesterday
promise	0194
rain	0680
river	2132
rust	4743
saddle	5052
sawdust	6478
saws	7702
secret	9216
shadow	9995
shoe	

# THE BLOODSTONE



## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Advanced*

## SYSTEM

*IBM (Required;*

*640K, 286/12+,*

*hard drive, VGA.*

*Supports: 2 megs*

*XMS for digitized  
sound effects Ad*

*Lib, Sound Source,*

*Sound Blaster &*

*Pro. Supports mouse*

*100% Microsoft-*

*compatible)*

## COMPANY

*Mindcraft*

**D**RIVEN BY THE SAME GAME ENGINE BEHIND THE HIGHLY SUCCESSFUL *MAGIC CANDLE III*, THIS GRAND ADVENTURE CHALLENGES YOU TO TRAVEL THE WORLD AND REUNITE THE WARRING CLANS. SOME ELEMENTS, SUCH AS MUSHROOM GATHERING AND AWAKENING DIFFERENT GODS IN THEIR TEMPLES, REMAIN TRUE TO THE *MAGIC CANDLE* SPIRIT,

BUT THE MOOD AND TONE OF THIS QUEST ARE DARKER AND MORE FORE-

BODING. AT THE SAME TIME, OTHER NUANCES SUCH AS A TOTEM-BASED MAGIC SYSTEM, MAKE

THE *BLOODSTONE* ITS OWN GAME. AN ENGAGING, LONG-PLAYING QUEST CAST IN THE CLASSIC

ROLE-PLAYING TRADITION, THE *BLOODSTONE* IS RECOMMENDED FOR ALL HARD-CORE ORC-

SLAYERS.

## THE SOLUTION

As in *The Magic Candle III*, the path through the quest is fairly non-linear, so you may complete the various elements in almost any order. By speaking with everyone, you will get a clear idea of what must be done. Simply follow the Advice and conversations acquired as you progress, using the following answers and lists of locations to get the necessary items. Sell some treasure to obtain money for training, to buy additional spell Totems and Teleport Tiles, and to build a boat and buy one item necessary for the quest.

Get at least one magician or two; you can trade the Totems among your party and learn new spells. Skills are increased each time you awaken a god. As you enter temples, note the word over the altar: it will be the one that is required to awaken that particular God. As soon as you are able buy snowshoes, sealskin and a rope for each member of your party, so they can pass over rivers and mountains.

### TO ASARNE AND KAFARA

Exit the caves at 198 x 180. A camp is located here, and Mantor, who tells you what you must do to unite the warring clans. Follow the greenish path to the northeast, and you will find a bridge at 215 x 179. Do not cross it. Continue north and west (the first number in the location coordinates gets higher as you go east) to Asarne.

Just north of Asarne at 219 x 174 is a training camp. The city of Kafara is near a river close to the camp. Kafara houses the Chief of the Tamor clan, Torongo, who lives in the northern part of town. You can see him only during the day. Torongo will outline the Treasures you must find. (You can choose to give most of the treasure to Torongo or to chief RaKan of the Morin tribe further south. For the best ending, give most of it to RaKan.)

### BUILDING A SHIP

To complete the quest, you must build a boat and travel to Rhorkhad Castle Entemar Ilakasek, and use the word "Togarnak" to open the Door and get the Khamalkhad. (Rhorkhad the dwarf God lives in the upper chambers of the Ice Caves.) It will take most of the game to arrive at this point. You will have to use a teleportal to go to Norw ("Henta-Otali-Dunha"). You arrive at 035 x 044. Norw is at 17, 12. At the clothing store on the second level of the cliff, he will sell you canvas. Buy it and go to 100 x 029 on the edge of the mountain to find a teleport house.

Use "Henta-Aster-Otalia" and teleport to 155 x 144. Go to Denatrius' Camp at 130 x 111. Save the game. Make sure your party's leader has the Gold Needle, canvas, boards and hammer in his possession, then listen to Denatrius' story and offer him 3,000 gold. (If other party members are holding any of the items, he will simply take your gold.) The ship will be constructed.

### TILES AND TOTEMS

Sail northeast to 206 x 019 and land. This is Ilakasik of legend, where Rolrkhad sleeps. Travel across the mountains to a lake. The castle is in the center of the lake. Denatrius gave you the word to open the doors (see Etemar Castle below).

The Tiles are Beret, Otalia, Aster and Henta. The Totems are Ashard, Belfon, Chardemmock, Entus, Fanori and Gimlai. They cost from 1,400 to 2,500 coins each.

### LOCATIONS OF ITEMS

The following coordinates start with 0, 0 in the northwest corner and go to 240 east and 240 south on the outdoors map. Use the map flask for dungeons and towns, which can be helpful in locating some locations.

## ITEMS FOR SHIP

Bent wood: from man outside the woodworker in Sartuma  
 Golden Needle: Kireni Tower  
 Canvas: from Norw (on island)  
 Hammer: from Delquafi

## MUSHROOMS

138 x 109: near Hikar Luffin's  
 138 x 211: Mirget's  
 101 x 164  
 188 x 210  
 053 x 106: Luffin's, in Shatlan  
 042 x 208: near the coast south of Kireine Tower  
 138 x 109  
 175 x 151  
 231 x 109  
 199 x 181  
 063 x 09: on second island up from the southern point  
 044 x 036: east  
 028 x 058: Noromi

## TELEPORTALS

7th Floor Kireine Tower: 150 x 160, 230 x 022  
 Naluun Tower: Level 6  
 Anform: Level 3  
 230 x 122: Air Temple 197 x 223.  
 044 x 036: to the east by the mountains.  
 29 x 33: 6th floor Pradaqua  
 Delequafi Dungeon: third floor, northeast corner.  
 Norw Island: 046 x 037  
 Balat Island: north  
 039 x 125

## TELEPORTAL COMBINATIONS

Aster-Beret-Otala: to 075 x 212 in Tarq  
 Dunha-Aster-Henta: to 130 x 183 in Sennerat  
 Berat-Otalia-Aster-Island: to Tanala, near Naluun Tower  
 Otala-2 Dunha: to 212 x 178 in Kaffari  
 Otala-Dunha-Henta: to island  
 Aster-Berat-Aster: to Balat  
 Henta-Otali-Dunha: to Noromi  
 Aster-Henta-Dunha: to Toren  
 Beret-Beret-Dunha: Amqual

## SAFE GROVES

016 x 172

- 048 x 142
- 075 x 074
- 095 x 012
- 100 x 128
- 119 x 097
- 145 x 174
- 146 x 140
- 179 x 226
- 207 x 123
- 208 x 192
- 208 x 192

**TRAINING AND OTHER CAMPS**

- 219 x 174
- 059 x 230
- 110 x 155
- 030 x 201
- 133 x 201: Paranus Camp
- 130 x 102: Denatrius the Mad
- 083 x 167: Magic Camp
- 030 x 200: Gruth's Camp
- 110 x 155: Groval Camp
- 030 x 201: Jon Gunther Camp (he will be an NPC.)
- 111 x 035: Rift Camp
- 120 x 059: Swimming Camp on east coast south of Marat
- 029 x 115: Mory's Camp
- 046 x 104: Mikalet's Camp
- 120 x 059: Swimming Camp (north Balat)
- 111 x 035: Rifimra Camp (north Balat)

**IMPORTANT PLACES**

Denatrius the Mad is at 130 x 102 on the northern coast of Toren. In the first meeting tells how he can help your party find this lost land and what he needs to build a boat.

**AIR TEMPLE**

This temple is at 192 x 223. Talk to Pleitan in Kafari. The Rinwen Orb is in the north room, on level 1 between the Iar and a Platform of Swords. Dig at 37,8. Ziphanu the Air lives here on level 3, down in southeastern corner. Whisper Furimbor.

**NALUUN TOWER**

This tower at 231 x 109 on Tanala Island. You teleport to the southwest of it. Here you find the Delatno, a magic crossbow called the living Cross-Bow. It does double damage to ghosts. You may have to use Rest-Soul on it. It is found on level 5 in the southeast corner. Combat room door location is 32, 37.

Princess Talya is on level 6 in the northwest corner; a teleportal chamber is in south corner. She has the word for the Anform and will tell you about the Aquilla Brooch. It is outside her door: dig at 9,13.

**DARK TEMPLE**

This temple is at 154 x 109. Note carefully on a map how you enter or where you get on one of the high paths. Other than combat and loot, you can find the God Paleil here. Whisper "PEL" to him.

**ANFORN**

Anfor is at 112 x 010 on north Balat. This should be the last place you go to after your party has attained maximum strength and skills. You will have a losing battle on level 3, in the top room on the western side (some of the monsters in this room have 670 hit points). In this battle, save your last spell and cast Timestop, and you will in effect start again. You can cast this only once.

On your way to level 3, in one northwest corner of the corridor, is a chest full of gear. As you go through the combat room in the south section at 27, 63, you will find the Magic Quill. Then go back north and down to level 3. Save the game. Get the Sceptre from the room you are going to fight in. There is a teleportal chamber in the northeastern section, and god chamber is also located here. If you go to north Balat Island, use this teleport.

**SEA TEMPLE**

This one is at 197 x 222. The Hide of the Azure sky shark is in a room near the god room. You will find the "Natal" at 33, 16 on level 2. It's a weapon that does + damage and to hit firelords, killgrills and zappo entities. The Death Mask is located at 16, 1 on level 3.

**HIGH TEMPLE**

Located 056 x 115, this temple consists of two floors. You can find the Iron Crown in a chest at 62, 38. There is no teleportal room here. The god Tito is in the God Room.

**PRADAQA**

When you visit this place at 157 x 138, consult the "People You Must Talk With" list below. It's a seven-story building, and the Moon Scarb is on the top floor. The teleport chamber is on the sixth floor.

**DELOUFI**

These caves are at 110 x 180. They consist of three levels, with a number of combat rooms. The Air God room is in the north center of level 3, and Mukkora is in a room at 19, 26. Mukkora is a weapon that does double damage against the Yeti. Whisper "Furbimbor" to the god. The hammer for the boat is in the bottom room on level 2. The Bowl is buried at 55, 38 on level 3.

**KIREINI**

This tower is located at 044 x 186. The Word to open the door is "Palatigo." Level 1 is rather tricky: if you use the front stairs up, you make a circle on the second floor back down when you come back to the first floor. There are two sets of stairs going up in the southwest section; use the northern set of this pair, go east around a bend south and then west through a room to stairs up to level 3.

**LEVEL 3**

Go east, then north to two doors that can't be opened. Follow the path north and east, then west. As you proceed west, hug the southern wall and you will be admitted to a room in the south. Go south, use the teleport in this room and go south out of the next room. Then go through the north door again, and it will take you west. Follow the path. As you go south, you will be teleported north to a large room with stairs up.

**LEVEL 4**

You arrive in the northeast. Exit east, then south, and follow the outer line all around the building. You will again exit at your arrival point, go around again, and then in the southern area. You will have another circle going around; when you reach a room, go south. On the west wall of the room, near the south end, you can walk through the wall to a room with stairs up.

**LEVEL 5: THE GOLD NEEDLE**

Be careful not to step on the outer line of tile. When you reach the north side, go to the large carpet-like square. You will be teleported to a long hall on the west side. Go east and follow the path around. If you go north in the center, you will see two tiles set in the floor. Go back south through a room, exit west, and you will see similar tiles. Go back north, step on the two tiles, then return and a door will open directly north of the tiles. Enter and get the Gold Needle from the chest. Go back down, west and up.

**LEVEL 6: THE KASTAPHA**

You begin in a small room in the southwest corner. Go down to the south section, and you will be teleported into the bottom of an X-like floor. Go north. At the first intersection, you will be ambushed. Then go northwest and hug the left wall. Soon you will see a chest. Cast "Detect" and you will see a teleport area. Open the chest and get the Kastapha. Walk carefully around the teleportal. Follow the right wall until you find the stairs up.

**LEVEL 7: THE HIGH MITRE**

You arrive in the north portion of a circle. Next door is a teleportal room. Follow the circle to the south section, then exit north. At 21, 27, just outside a door, dig to get the High Mitre. (The Mitre's location is revealed by Dorma, beyond the door, if you give him the Book of Flower Arrangement from Gregor.) Teleport to your next stop.

**ETEMAR CASTLE**

When you enter, be prepared to fight a dozen foes as high as 700 hit points. Try to use Crumble Spell first, then Firestorm Spell, and use Time stop when down to one spell. (It helps to use Mirget Gonsi and Turpins.)

There are four levels to the castle. Try to avoid entering any of the rooms, for the loot is not worth the fight. When you find what appears to be the Axe in the north-central section of level 4, approach it. You will be teleported to the Ice level or Caverns 1.

**CAVERN 1: THE KHAMALKHAD**

Rolrkhad is at 36,49 on level 1. He will give you his blessing and raise your levels. Then



up to level 5 of the Caverns. Use a Map Flask, and you can see circles you pass along to get to the center where the Axe is located; there will be points that allow you to reach the next circle, sometimes they look like steps and sometimes just an opening keep trying. You will have a number of Ambushes on this level, be prepared and use sense; keep your characters up to snuff and save often. After you find the Khamalkhad, the computer takes over and finishes the game.

### PEOPLE YOU MUST TALK WITH

Anshus in Sartuma: provides lore on Rhorkhad

Borton: in Phoroshe, he will give you the word for Pradaqa if you get the herb Lilten for him. Get the Lilten from Denatrius the Mod at 130 x 102

Chief Rakan-Kafari: give the Orb to him

Chief Tanro-Tulara: get Silver Quill with Azure Hide

Chief Torongo: give him most of the treasures (in Hrraza's northeast house)

Dilkatek: in Tulara, he knows location of Magic Bowl. You must ask him about Bowl

Dorein-Rulaan: sells Chalta, Entus and Fanorl, and knows of the Fire Gods' location

Etenak of Sartuma: has information on the Writing Quill's location

Gregor: gives Book on Flower Arrangement

Haraza Loremaster: has teleportal combination for Shatlam. Bartender in Galaq will tell you of Tanro's desire for the Magic Quill

Hblktra: in Noriin, he will send you to Rnjrmet in Marat. He will not give you the red word prompt for Naluun, so you must prompt him to get the correct word

Karana of Phoroshe: has background and general location of Sceptre

Katrina of Rulaan: tells you about Kireni Tower and will give you the word to open it if you give her the Silver Arrow of Galaq

Manteki-Tulara: sells Belfon

Pakrr: knows location of Melmalan the Water God

Princess Talya: will also give the word for Anform

Rif, Pakrr and Kenit: talk about Tlengle culture

Rnjrmet-Marat: sells Gimlai and Demmock

Shedara: in Kafari, tells to look for the blind dwarf. Ask Logartus about Mask; he tells you nothing unless you can tell him its true name

Simka: in Hikar provides lore on Rhorkhad

Smorga-Kafari: reveals who sells spell totems

Tanro: in Galaq, will give you the Silver Arrow in exchange for the Quill. You must also research the word "Khamalkhad" at the Library in Kafari

Trillax-Phoroshe: sells Ashard and Chalta

Tulara Loremaster: reveals history of Taldor; Tulara Library has teleportal combinations.

Use word "Death" or "Masks" with him to get true name of the mask made by Rohrkhad

Tyal-Haraza: tells you to look in Tulara library for mask information

### TEMPLES OF THE GODS

Location	God	Word	Domain
189 x 152	Dablak	Plistecal	Earth
005 x 038	Rolrkhad	Garthume	Head god
154 x 109	Palelil	Pel	
044 x 072	Tito	Opesai	People
110 x 180	Ziphanu	Furbimbor	Air
197 x 222	Melmalan	Horoopa	Water

031 x 176  
112 x 010

Hantaknor  
Zlntrlkoptr

Ortakon  
Rkdldn

Fire  
Tlengle

**OTHER TEMPLES**

Dablak, an Earth God who lives in Delqafi, also has sub-temples in Tulara and near Hara Rhorkhad has temples in Hikar and in Sartuma. Melmalan has temples in Phoroshe and Amqual. Tito has temples near Glaq and Rulaan.

**THE GOLD WHISTLE**

The Gold Whistle can be obtained from Carmine in Hikar. He lives in one of the northern Homes. Talk with him, and he will say he wants 500 gold for it. It's no good, but both King and Queen want it. (Due to an apparent bug in the original release, if you offer 500 gold he takes the gold and states that you are most kind but doesn't give you the Whistle. If this happens, go to "buy" and he will offer you one for 419 gold. Buy it: it's the Gold Whistle.

**PASSWORDS FOR CAVERNS AND TOWERS**

True name of Death Mask: Thro-Shikhad

Pradaqa: Vuntista

Keirini: Palatigo

Naluun Tower: Bastirand

Castle of Entemar: Togarnak

Anforn Dungeon: Nakritos

Delqafi Caverns: Frazintot





# BLUE FORCE

## TYPE

*Animated adventure*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (Required: 640K, 386/16+, DOS 5.0+, mouse, VGA (MCGA not supported)).*

*Supports: Roland, Ad Lib, Sound Blaster, general MIDI)*

## COMPANY

*Tsunami*

**C**REATED BY JIM WALLS, WHO DID SIERRA'S *POLICE QUEST* SERIES, *BLUE FORCE* PLACES LESS EMPHASIS ON RIGID POLICE PROCEDURES AND DRIVING A BEAT. THAT'S BECAUSE THOUGH YOU BEGIN THE STORY AS A MOTORCYCLE COP IN *BLUE FORCE*, YOU ALSO GET TO PLAY THE ROLE OF A PRIVATE DETECTIVE AS THE PLOT

UNFOLDS. AS A PRIVATE EYE, YOU GET TO BEND THE RULES MORE THAN A "BY THE BOOK" COP. THE STORY TAKES PLACE OVER FIVE DAYS, AND CER-

TAIN GOALS MUST BE ACCOMPLISHED ON EACH IN ORDER TO ADVANCE. THE 256-COLOR HAND-DRAWN PAINTINGS AND DIGITIZED PHOTOS ARE HIGH-QUALITY, AND THE INTERFACE INTUITIVE ENOUGH THAT YOU CAN LEARN TO PLAY IN NO TIME. SOUND EFFECTS AND MUSIC ARE ALSO WELL DONE. AN ENJOYABLE DETECTIVE TALE, *BLUE FORCE* IS HIGH CALIBRE ENTERTAINMENT FOR FANS OF THE GENRE. IT'S ALSO THE BEST YET FROM TSUNAMI.

## THE SOLUTION

## DAY ONE

## BACKUP

Take Follet's rap sheet from basket. Go to briefing. Exit Police Station. Use motorcycle. Turn ignition on and go to Marina. A call will come through. 10-4. Talk to Mrs. Dixon and Skip. Get to cycle and call for back-up 10-35. Return to Skip and wait for back-up to arrive.

## HOSTAGE

Go to yacht, knock on door. Put clip in gun, draw gun, enter room. Knock on second door, enter. Continue to talk to Green until he surrenders. Put handcuffs on Green and search him. Get his I.D. and knife. Talk to back-up. Talk to hostage, Laura.

## BOOKING

Exit and drive to jail. Book prisoner: 1) Take booking form from box on wall. 2) Put prisoner I.D. on form. 3) Give form to guard. Get booking slip.

## EVIDENCE

Go to police station. Put booking slip in Sgt. Sutter's mailbox. Give evidence (knife) to Officer. Ride your bike anywhere until call comes through. 10-4.

## PICKUP TRUCK

Call for back-up. Talk to suspect. Handcuff suspect. Talk to second suspect; handcuff him. Search suspects, get gun, talk to suspects. Enter truck. Move seat. Get wig and automatic rifle. Take bullets on dash.

## GRANNIES

Go to jail, book prisoner. Go to station, give all evidence, put slip in box. Walk to locker room to change into civilian clothes. Exit, go right to own bike. Turn on. Go to Grandma's house. Talk to Grandma. Exit.

## BASEBALL CARD

Go to the marina, then left to Carter's. Read note on bulletin board and take. Enter Carter's and talk to him. Give note to Carter. Get baseball card and boat rental coupons. Exit. Ride forward to Yacht dock. Open firebox. Get grappling hook.

## LAURA

Go to Child Protection Services. Enter. Give card to Skip. Talk to Laura. After dinner, go outside to porch. Remove dog's leash. Open gate. At beach, talk to Laura. Scroll left to dog. Pick up driftwood and throw. Repeat this until dog returns with piece of crate. Take. Go to Laura and talk.

### LYLE

At house with Lyle, Laura and Skip leave. Show piece of crate to Lyle. Lyle leaves. Grandma talks. Go to den. Note Father's badge number on wall display (172). Open shoebox on bookcase. Enter combo (172) to open toy safe. Get Indian head nickel. Exit shoebox.

### BLUEPRINTS

Turn on computer. Select Cobb file. Password: Jackie (mother's name). Examine letter, warehouse blueprints and ledger. Click on Printer Utility icon. Click on Cobb file. Get printout of blueprints and ledger. Exit computer and Den.

## DAY TWO

### DUI

Go to station. Remove clip from gun. Take mail (D.A. has dismissed all charges on arrested suspects). Clean gun using gun cleaner on table. To briefing. Outside to Inspection. Drive anywhere. Receive 10-35. Reply 10-4. Go to Bikini Hut. DUI. Talk to Officer.

### FAXING

Talk to Officer. Talk to drunk. Open trunk of Police car. Get center punch. Use punch on DUI driver's window. Talk to Officer. Go to Jamison and Ryan. Enter and talk to Lyle. Show ledger and blueprints. Use Fax machine on table to fax blueprints to Police H.Q. Get return fax on Cobb (rap sheet). To Station. Show Cobb rap sheet to Barty. Get mug shot of Cobb.

## DAY THREE

### ACCIDENT

Drive anywhere. Accident occurs. You are knocked off bike and end up in the hospital weeks later on disability leave. Talk to Lyle. He gives you a calendar and leaves. Exit Grannies and drive to Jamison and Ryan. Enter and talk to Lyle. Lyle leaves. Examine file on desk. Go to Marina. Talk to Carter. Show nickel. Return to Jamison and Ryan, enter, talk to Lyle. Take microfiche from desk and insert in microfiche machine. View. Exit with Lyle. Enter car. Go to Tony's Bar.

### WEASEL

Talk to bartender. Show Police I.D. and mug shot. Show I.D. and mug shot to woman. Talk to woman. She will give you a napkin with "weasel" written on it. Go to Bowling Alley. Show I.D. and napkin to employee. Follet comes out. Show I.D. and napkin. Show him his rap sheet. Talk to employee. Get key to Trailer.

### TRAILER

Go to Bikini Hut. Unlock trailer and enter. Pick up boot on floor. Examine heel. Move heel to open compartment. Take arms shipment schedule. Look at box on top of cabinet. Open and take 9mm ANG ammo. Exit. Talk to Lyle. When Lyle leaves, go to Grannies.

## DAY FOUR

## WAREHOUSE KEY

Go to Carters. Outside, pick up fish net on dock. Enter Carters. Give boat rental coupon. Take boat rental keys. Show nickel. When Carter goes to back room, take the keys to Future Wave yacht. Go to Future Wave. Enter. Touch plant on table. Get key to warehouse.

## WAREHOUSE

Use rental keys on rental boat outside Carters. Go to Island. Open crate and get rags and bottle of diesel fuel. Go up and right to gate. Use net on dog. Unlock and open gate and go into warehouse.

## SECRET ROOM

Open circuit breaker box and turn lights on. Touch two blank circuit blocks to expose circuit breaker and two sockets. Get yellow cord on wall and black cord on fork lift. Put cords in sockets on box. Plug cords into sockets on generator. Turn generator on. Push secret circuit breaker in circuit box. Wall opens. Enter next room, open crate, take assault rifle.

## COVERING TRACKS

Exit and return everything to its original state and position. Exit. Lock door. Lock gate. Use hook on net to release dog. Go to Marina. Give boat rental keys to Carter. Go to Jamison. Talk to Ryan. Show rifle to Lyle. Go to Grannies.

## DAY FIVE

## FUTURE WAVE

Go to the marina. Rent boat. Exit. Lyle shows up. Use keys on boat. Head for Island. Get boat on yacht in bay near island. Examine seat pocket on rental boat and get screwdriver. Use screwdriver to open locked panel on side of yacht. Get flare.

## FIRE IN THE HOLD

Knock on yacht door twice. Put flare, rag and bottle in vent on roof of yacht. Gunman emerges. Talk to him until he surrenders. Put handcuffs on and search. Get grenade. Use grenade on rental boat and proceed to Island.

## FIREPOWER

From the beach, go up to the Bluff and shooter. Throw grenade at shooter. Search shooter. Get whistle. Walk up path. Lyle appears along side dead gunman. Go to gate. Use whistle on dog. Dog goes in kennel. Unlock and open gate and warehouse door. Enter.

## MAJOR ARREST

Close opening in wall to secret room. Put clip in gun and draw gun. Talk to Lyle. Gunman emerges from room. Talk to him until he surrenders. D.A. Cox emerges from room. Talk to him. Close wall. Get yellow cord from wall. Use cord on Nico and search him. Get .22. Take and use same cord on Cox. ATF Officer appears. Talk to him. Search Cox.

# BUREAU- CRACY



## TYPE

*All-text adventure*

## DIFFICULTY

*Advanced*

## SYSTEM

*IBM (Required:  
512K)*

## COMPANY

*Infocom/Activision*

INCLUDED IN LOST TREASURES OF INFOCOM II, THIS IS THE MADCAP WORK OF DOUGLAS ADAMS, AUTHOR OF THE HITCHHIKER'S GUIDE TO THE GALAXY. HE SATIRIZES THE WORLD OF RED TAPE, LOST MAIL, STANDING IN LINE AND OTHER BUREAUCRATIC BOONDOGGLES AS YOU ATTEMPT TO RETRIEVE A MISSING CHECK AND VISIT PARIS. THOUGH THE TOP SCORE IS ONLY 21 POINTS, THIS IS ONE OF INFOCOM'S TOUGHEST ADVENTURES, AND ALSO AMONG THE FUNNIEST.

## THE SOLUTION

HOME

W. Get all. Open door. Give beezers to man. Get treats. Put wallet in pocket. Open door. E. N. N. W.

**TRAVEL AGENCY**

Give letter to agent. Get ticket. E. S. S. Open mailbox. Get leaflet. Examine leaflet. Examine stamp. N. Drop treats. E.

**RESTAURANT AND FLATS**

Wait. When waitress arrives, order anything. Wait. (Order again.) Eat burger. S. W. N. G. treats. N. E. Knock on door. S. (Flats) Give leaflet to man. Get mail. Examine magazine. Notice sticker. N. W. S. W.

**BOOKSHOP**

Open case. Get game cartridge. Show game cartridge to clerk. Yes. Look at cartridge. Give game cartridge to clerk. Drop case. E. S (three times).

**LLAMA PEN**

Read notice. Open mailbox. Look in mailbox. Look in pen. Open treats. Put treats in mailbox. Get mail. Examine flyer. (Notice sticker). N.

**MANSION**

Ring doorbell. N. E. S. Open door. W. S. Get painting. N. Show painting to macaw. G. mail. Examine booklet. (Notice sticker.) E. Drop painting. N. W. S (three times). Wait (until you hear voices). N. W.

**IN FARMHOUSE**

Wait (until weirdo appears). Say "Unfortunately, there's a radio connected to my brain." Wait. E. S.

**AT GATE**

After voice speaks, say "Actually, it's BBC controlling us from London." (Save game.) Answer questions with the magazine included with the game. Don't preface answer with "say

**GAOL**

Examine door. Cut bars with hacksaw. Examine knife. Push button. Pull lever. Get power saw. Plug power saw into generator. Sit on generator. Give power saw to weirdo. N. Wait. W. U. Get mail. Examine envelope. Read memo. Get check. N (until you enter bank).

**BANK**

N (then east/west to find withdrawal window). Yes. Fill out slip for \$75. Go to deposit window. Yes. Give withdrawal slip to teller. Give check to teller. Show beezee card to teller. Go to withdrawal window, Make withdrawal. Yes. Fill out slip for \$75. Give withdrawal slip to teller. S. S. Drop deposit slip. S. S. W. W.

**BACK ROOM, THE CAB**

Read page 1. Read page 2. Read page 3. (The cab company's number always appears



page three of the address book.) Call number. Answer with your name. Airport. Give your street address and number. Wait (until man returns to phone). E. E. Wait for cab, with sometimes shows up sooner if you go north, then south). Get in cab. Yes. Show beezee card to driver. Yes. Wait. Wait. Pay \$20 to driver.

### AIRPORT ENTRANCE

N. N. (Save game when you reach the Omnia Gallia desk.) S. S. E (until you see a Lost and Found to the south). N. N. The distance may vary randomly, but directions hold true. If you don't see the Lost and Found, just keep trying to go south until you find it, then move north three times.)

### AIR ZALAGASA

Wait (for your turn). Give ticket to clerk. Direct. S. Climb pillar. U. Open grate. U. S. E. N. Open grate. E. Controller, deny permission. W. S. W. N. D. Examine speaker. Pull red wire. Pull black wire. Connect red wire to black wire. D. D.

### ON (AND OFF) THE AIRPLANE

Get airline magazine. Get safety card. Read safety card. Read airline magazine. Wait (for attendant to get order and bring food). Get up. S (five times). At row eight, show airline magazine to baby. Sit it seat c. Press light button. Get up.

### SEAT 3B

Get laminated card. Read laminated card. Get up. S (to telephone). Answer phone. Yes. Yes. Yes. Wait. Ask attendant for stinglai ka'abi (you may have to move north once to find her). Lift hatch. Pull hatch. Wait (until in air). Knock on hatch. Wait. Pull cord. Cut strap with hacksaw (after landing in tree).

### IN POT

Put recipe cartridge in computer. Out.

### ANTECHAMBER

Examine locker. Examine handles. Read sign. Turn left and middle handle. Turn left and right handle. Turn left and middle handle. Open door. Enter locker. Drop airline magazine.

Get magnetic card. Exit. Put unlabeled cartridge in computer. (The next four commands must be in the order in which you found the four stickers, so the commands will vary if you found them in a different order.) Printc Printe. Printd. Printb.

### THE SWITCHGEAR ROOMS AND AIRLOCK

Read the display up and down, left to right. It will tell you to enter the first numbered room and go in any direction, then subtract the number of the previous room from the number of the current room. Get the last digit of the resulting number. If it is a zero, go east; a one, go south; a two, up; a three, north; a four, down; a five, west.

Follow these directions, and you will eventually reach the airlock. Quit. E. (Follow directions through Switchgear rooms.) In the airlock, put magnetic card in door slot. Open door (repeat until it opens). N.

## PERSECUTION COMPLEX

.....

Read sign. W. Examine left screen. W. Examine left screen. W. Examine left screen. V.  
 (Save.) (Notice the first page in the address book; there is one change.) Plug computer in  
 plug. Random-q-hacker (for i.d.). Rainbow-turtle (for password). Dir. Run. Plane.exe. Dir (un  
 message says hacker is about to access a file. Write down the file name. Ren. Dvh1.hak (ty  
 this when asked which file you are renaming.) Type (name of file hacker is about to acc  
 (when asked for new name). Yes. Dir (until shutdown occurs). W. U. Wait. Wait.

# CHALLENGE OF THE FIVE REALMS



## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (Required: 640K, 23 megs hard disk space, VGA or MCGA required. Supports: Ad Lib, Sound Blaster, Roland, Covox)*

## COMPANY

*Paragon/Micro  
Prose*

**A** TWO-FOLD QUEST AWAITS THOSE WHO ENTER THESE REALMS. THE EVIL SORCERER GRIMNOTH MUST BE DEFEATED BEFORE HE CAN UNLEASH A PLAGUE OF DARKNESS ON THE LAND, AND YOU MUST ALSO REUNITE THE FIVE REALMS OF NHAGARDIA. EACH REALM HOLDS A MAGICAL ITEM NEEDED TO SLAY GRIMNOTH. THIS IS NO EASY QUEST, FOR YOU MUST DISCOVER THE OTHER FOUR REALMS, AND THERE IS A 100-DAY TIME LIMIT. BESIDES TYP-

ICAL ROLE-PLAYING ACTIVITIES, YOU WILL ENJOY FULL-SCREEN ILLUSTRATIONS THAT OCCASIONALLY DEPICT A PLACE OR PERSON. EACH REALM IS RENDERED IN A UNIQUE GRAPHIC STYLE THAT LENDS CHARACTER AND RESONANCE TO THE SETTINGS, BUT IT IS THE INTRIGUING STORY AND THE WAY SETTINGS ARE WOVEN TOGETHER AS YOU EXPLORE THE REALMS THAT MAKES *FIVE REALMS* SUCH A HIGHLY RECOMMENDED QUEST.

## THE SOLUTION

### GENERAL NOTES

Most information is picked up by talking to the characters. Other than this, you will be guided by the Magic Mirror after you talk with Cagliostra. Pick up all Components at all times. Save after each encounter. You can have only eight saves; when you have completed eight saves copy them to a separate disk for later use if necessary. (All saves are in a file called Games.Dat.)

### THE OPENING

The story line starts when you awaken to find yourself alone and with a bump on your head. In addition to the theft of all your possessions, you discover that the Knights have taken your crown to give to your cousin Duke Gormond, and you must not only get the crown back but also defeat the murderer of your father the king and save the five Realms. You are in your castle Ballytogue. The goal is to get the five crowns and kill Grimnoth.

### IN THE CASTLE

Talk to Hastings outside your bedroom, then go to the basement and pick up the spell components (they look like Wizard Hats). Get food in the kitchen and all the weapons you can find in the Arms Room. In the Kitchen, talk to Wilagon Blacklost and get the book of Equus. Walk along the waterfront back of the castle and in the gardens around the castle for more spell components. Now go to Shiliko Hut in the northwest section of Ballytogue, read his note and pick up all the items.

Talk to people until you discover that the Hammerhand brothers are bragging about the theft. Go south to a bar near the pawn shop. Enter, fight the brothers and get the items left after the combat. Go to the bar in the southwest of the city's corner and recruit Sir John Oldcastle. You must give him an item you recover from the Hammerhands. Sir John tells you that Cagliostra the witch was last seen in Farinor. Go to the Armor Shop and get a full suit of plate armor, chain armor for Sir John, and two extra sets and two swords and shields. Also go to the Pawn Shop and buy a shovel and rope.

### FARINOR

South of the entrance to Farinor, give a healing spell (from Shilko's Hut in Ballytogue) to Sarax. He will tell you Cagliostra is in Southfrost.

Go to the north section and seek out a beggar, Cornier Crownmoor, who will offer you a Spirit Lamp. Buy it, for this is needed to recruit the Alveolan King. Go to the east side of the large house and talk to Thurias Foolkiller, then threaten him. Do what he says, then go back and threaten him again. He will tell you where to find the rebel leader.

Go to Cynna Bane's Hut, talk to her and do what she asks you to do. Using the map and the shovel, you can recover a lot of treasure. Just to the north of Thurias Foolkiller is a beggar. Allow him to join, then talk to Cynna again, and she will join the party. Look for spell components everywhere and take all you can get. Equip Cynna from her inventory, and equip the beggar from the trunk. If you can afford to buy horses, you will move faster.

### SOUTHFROST

When you arrive, go to the southeast section and talk to Azron, who will tell you about the two Royals left. You must kill them; they are close to the place where you arrived in Southfrost.

near the broken Igloo. Have Cynna use spells. The beggar may be killed (this is part of the story; don't replay the scene unless one of the major characters is killed). After killing the Reyls, return to Azron. He will tell you where the witches are and give you the Witch's Orb, which will save you from traps. After meeting with Cagliostro, she will provide you with a mirror from which she will give you advice as you journey. Train Cynna in magic.

### FREMONT

In the southwest section is a small hut. Talk to Deostrus to learn where the Wizard's guild is hidden (you must bring him his beloved Marinda from Pendar). Just to the east of his house is a similar one. Go there and talk with the wizard Heltura, who will join your party. Have her memorize as many spells as possible: she will be able to use Disarm, Explode and Combat-oriented spells. Collect all the Components you find in her house or in the town.

### GREENBERRY

In the northwest sector, go to the large house with a fence around it and talk with Mayor Zamtine. He will give you the key to the Archive building in the northeast of the large square in the center of town. Check Heltura's armor and weapons; if she needs anything, get it at the armor shop. Check the party's spells, then enter the Archive building. You will encounter Gormond's Knights, and a battle will ensue; have Heltura use spells and put her in the background.

After the battle, collect gear only from the knights that were killed, not those that exploded. Get the Decree Banishing Magic. Go to the square, and a merchant in the northeast section will offer you Enchanted Oil to use in the Spirit Lamp. Buy it. You can recruit Peppercorn (a generally worthless character) and Barila Beggarlove, a good fighter.

### MINES OF SIGNOR

Be sure you have the Decree Banishing Magic and the Witch's Orb. Follow the tunnels. The first person you will encounter will be Stellerex. After you talk with him and destroy the Decree, he wants you to take a Truth Test. Do so, and he will join the party and provide lots of spells and components. Talk to the other Wizards and pick up the components, etc. After checking with the Wizards and the Mirror, go to the Cliffs of Mahor and talk to your mother's ghost (who is actually Grimnoth).

### PENDAR

In the southern section of Pendar you will encounter Marinda, Deostrus Light of Love. She will join the party and give you a key to her father's safe. Go west from there to the Magic shop, in the southwest corner and buy information and components on Walk, Breathe Air, Breathe Water, and Friend (they are vital in Thalassy).

Go to the building with sails on it and buy two passages. Go to the northwest section of Pendar and talk with a man who wants the Ledger from the Marinda father's safe. It is in a building just to the south and west of where you are talking. Go to the office, put the safe in your trunk and leave. Outside, use the key, and the safe will open, revealing a lot of treasure. Give the Ledger to the concerned citizen. Now cast the Revisibility spell, use the world map, click on the bay of Belgron, and you will arrive there and be asked if you want to go through the portal. Do so.

### THALASSY

You will arrive in Arrado. Use the Zoom out feature to locate yourself and your position, as

this is the only way to return. Pick up at least one Vial of Thalassian Water. Go south, following the outside of the city until you see four swimmers. Talk with the northern one, the Emperor. Go south and east until you see a large whale. Try to talk with him, then cast the spell "Friend" on the whale.

After hearing his story, go back to the Emperor and he will concur with you, but won't give you his crown or join with you until he has Laxalt's Speargun. Use the World Map, go to the Sunken Ship, enter the open hold, use "Search" and pick up the gun, then return to the Emperor. Without the Walk and Breathe Air spells, he cannot go with you.

Go back to the place where you arrived in Arrado, then enter the large moving circle to go back to Pendar. Check the Emperor's inventory, take the crown and move it to your inventory (if he leaves for any reason, you cannot finish the game without all five crowns).

### BUNTONDERRY

Buy Meat from a butcher in the square. You will hear of a gang of bandits. Go to the west side of town and enter the middle barn. Try the door on the west side. If it is locked, you are in the right place: cast open lock, or use picklocks. Enter this section of the barn and engage in battle with the bandits. Use spellcasters to cast Explode, etc., and protect them with your fighters.

After the fight, release the Sheriff, Clenwin Ironbelt, who will join your band. If you have not already lost the Beggar, you will probably have to dismiss him. Go to the next barn south and talk to Felrid, who will join. Felrid is needed to complete the game, so keep him safe.

### SKYHOLD

Get ale from the brewery on the west side. You will find a feud going between the Lord and Mayor, and also with a third party of bandits in the hills. Which ever way you handle it, you will probably be wrong. (You can bypass it for the moment.) Be sure everyone in your party is rested and fed. Check the armor and weapons of the newest members. You can buy armor and other items here.

### AL-BAHRI

Go to the southern part of the city. Drop the Meat and Ale. Talk to Hagigan the Gnome. Enter the mountains south of town. You will encounter lions, ogres and snakes. Use your spellcasters (Explode is a good spell).

Enter the cave on the north edge of the map. Here you meet your first non-player character, Sir Valakor. Talk with him. If you have your mother's diamond ring, he will join the party. Leave the cave and enter the portal to Alveola. You only have to cast the Revisibility Spell once in the game, so save your magic points.

### ALVEOLA AND ARINOR

Note the place where you entered the city. Find King Aramacan's castle in the south-central part of town. Talk to the King, then use the spirit lamp. The King will now join, so dismiss another member. Be sure you take the crown from his inventory and place it in yours. Also be sure and get Alveolan soil. Return to the Circle of Light and leave. In Arinor, talk with the people here to learn about the Scrolls of Shamar. Go to Castle Thiris.

### CASTLE THIRIS

Use the rope to climb over the wall and up to the roof. Enter the castle through a hole in the roof, go to the entry hall, and locate a statue. Walk six paces north from the statue, use the

shovel and dig up the scrolls of Shamar.

### SILVERMOOR

Go to the theater in the center of the town and collect all the spell components you can. Also take the theater costumes. Talk to all the writers and artists and buy what they are selling.

### CASTLE DURAS

Enter the castle and kill Gormond's Knights. Go to the basement and talk to Queen Feya's Spirit (having Sir Valakor along helps). The Queen gives you the Spirit Chains, necessary for the Slay Evil spell to kill Grimnoth. On the first floor in the northeast corner you will find a sword, your father's Knighting sword. Take it.

### CASTLE VENTRAX

You must visit Pendar first in order to go to Ventrax; choose it on the World Map. You will then be on the island of Jupiles. Find your way to the castle, enter it and talk with Kuvvey Lyter. Give him the Knighting sword, and he will give you five Knights and five Archers. You must dismiss two people; do so, as you will need these men.

### COMMINGTON FOREST

From Ventrax go to Pendar, where you will have a battle with Gormond's Knights (these battles are random, so it may not occur here). Buy extra horses. On the World Map, go to Commington Forest, where you will run into the Tree Knights. The access to Fraywood is in back of them.

Talk to the leader, Sir Blaxton, only once. If you repeat, he will kill you. You can get past them in three ways: kill the knights, fly over them, or give the Ring of Transforming to Sir Blaxton (if you do this, he and his men will join the party).

### THORNKEEP

Leave Commington forest and go to the church in the middle of the town. Talk to the first monk you see, Brother Mallochius. He will give you the Ring of Transforming. Go to the front of the church and talk with Thermar the Holy, who trades you a Crystal Ball for the Scrolls of Shamar.

The Crystal Ball tells you the components necessary for the Restoration Spell (see your manual). The components are: Honest Farmer, Felrid, Acorn from Fraywood, Vial of Thalassian Water, Vial of Aerian Air, and Alveolan Soil.

### COMMINGTON FOREST

Give the Ring of Transforming to the Tree Knights, and you will gain five good fighting Knights, as explained in the preceding Thornkeep section. Of course you will also have to release another member of the group.

### GALRAVEN AND VINAZIA

Go to Galraven first. You may encounter some more of Gormond's knights. After the fight, you have several options. To get to Vinazia without losing anyone in your party, you can: teleport, buy passage and disguise yourself with theater costumes, or book a private passage with the sailor Kier Planck (in one of Galraven's taverns).

Arriving in Vinazia, you will have at least three pitched battles outside the castle, one with

magic users and two inside the castle. You must conserve your magic and place your men well. After the battles you will find Gormond on the second floor of the castle. Kill him and take your crown.

### MT. SHASTA

Go here via teleport if you can, then enter the cave on the north part of the screen. As you reach the large room you will encounter a small Dragon. Use your entire force for victory. At the end of this room is the portal to Aerieus.

### AERIEUS

Upon arrival you will have to cast the Fly spell. Your first task is to locate the King and talk with him; he is in a large unit in the northwest sector. (Also in this building are Senators Glorenzia and Senator McKlennia.) Then locate Senator Tonerridge, who plans to kill the King. Cast Truth spells on everyone, and on the Senator when you locate him. He will confess everything and then attack you.

Use the World Map and go to Burano. Seek out Renjac Taskmaster in the southeast corner of the town. He will tell you all, but wants you to get him paper and ink. Go to Fenaysia and the northeast section, and you will see a house. Enter and buy parchment and ink from the owner. Take this to Taskmaster, and he will give you a newspaper. Take the paper to Senator McKlennia, then go to Nyxx and talk to Quetzl Too, who will give you a palm branch. Return to McKlennia, who will agree to terms. Return to Quetzl, who gives you the Book of Wisdom.

Revisit the King, then dismiss a member and accept him as replacement (take his crown). He will refuse to fight when you go back to Nyxx and seek out the rebel; they are in the house with the locked door — kill them, and you will be forced to dismiss a member (the King). Take Chauncy Gardener into your group in order to get him back to the home of Araminta Mason in Fenaysia. You will receive a Vial of Aeriean Air. Return to Mt. Shasta and fly to Commington Forest.

### FRAYWOOD

Go to the north of Commington Forest and enter the portal to Fraywood. Go to the King and he will tell you of all the problems. Go northwest to a hut with three blue flowers on top. Enter and talk with Faris. After his statement, threaten him and he'll tell you who purchased the Drug and will finally give you a note. Take the note to the King, then go west and north. Use Zoom out and go to the red dot that is not moving. This is Ladrain. Talk with him and purchase Broche powder from him.

Now go to Brodo's House nearby (just northwest of the Arms shop) and talk with him. He will ask you for a bottle of wine. You must do this in the proper order: click on the bottle to the south of you, pick up one bottle, then put this in your inventory, now click on the top icon (the one that looks like a shield) use inventory, use trunk, then use Broche Powder. Click on the "use" icon, and the powder will be added to the wine. Return to Brodo and hail him. He will take the wine and drink it, and you will see the results if you are successful.

Return to the King, who wants you to stop the razers in Commington Forest. There are five of them. The last one is mixed in with the Bandits, and you will have to search him out (do not accept any bandits into your group). You can buy off two; one you must kill, and the fourth one converts to your viewpoint.

Return to the King, who will join you. Get his crown, then go the Aerlynbane houses (just to the west and a little north of the portal location). You will see Tun Aerlynbane pacing up and down between the two houses. The west side contains Rianen, the east side Gwin.

Hail Gwin, then go to Rianen's home and use the Truth spell. She will give you a mi



showing the key's location. It's outside the southeast corner of the castle, just where the garden wall turns south; use the shovel here. Then return to Gwin, give her the key, and she will join; dismiss the King.

As you leave the house, a Unicorn will appear. Talk to him, and he will give you his horn and life for the cause. You promise to return the Horn at a later date. Also use the Search command to find an acorn (look just north of Gwin's hut). You can dismiss Gwin at this point.

There is an excellent way to get a good fighter at this stage. Return to Mt. Shaska and go all the way to the top and meet with the Giant. He will join if you take his poems to the publisher Floro Dustjacket in Silvermoor. Pick them up in the front room, take them to Silvermoor and return with the good news.

You must also go to Havenshire. Talk to Ashgar, then go to the left side of the map across the stream (near the water fountain). Dig south of the Fountain for the Magic Sword and Buckler as well as the diary, then go to the Museum on the north side of town. Talk to the Curator and give him the Diary. He will give you the Magic Armor. Now attack and defeat the Phoenix. You will need this magic equipment shortly (you should already have the Magic Axe from the safe at Pendar).

### R U D D I Q U I D

You are now ready for Grimnoth. Go back to Castle Thiris. In one of the east rooms you will find a portal. Rest your people and memorize all the spells. Equip the Giant with the Magic Axe, don the magic armor and use the magic sword and shield. You must have the five crowns and the spells Restoration and Slay Evil before you can get into Ruddiquid. Go through the portal, and you will be in a maze. Cast Zoom out, and you will see where to go.

When you encounter Skeletons, use your magic weapons and magic — arrows and other weapons won't hurt them. With Demons, use magic and weapons, including arrows from your archers. Beezleroths take damage from both weapons and magic, but half the time they can recast the spells back. Create Darkness spell stops them from attacking and won't hurt you if they are bounced back. (Cast the Restoration spell first before facing Grimnoth.)

### G R I M N O T H

When you reach Grimnoth, spread your people out around him. He can kill a group and can cast only about five times before you get a chance. Keep the magic user with the spell Slay Evil far away; when he gets a chance to use the spell, the fight is over.



# COBRA MISSION

## TYPE

*Adult graphic  
adventure*

## DIFFICULTY

*Novice*

## SYSTEM MSD

*(Required: 640K  
and hard disk.*

*Supports: VGA,  
MCGA, EGA, Ad  
Lib, Sound Blaste*

## COMPANY

*Megatech*

ENHANCED FOR USA DISTRIBUTION, THIS JAPANESE

QUEST FEATURES "ANIME" STYLE GRAPHICS — DISTIN-

GUISHED BY PICTURES OF WOMEN WITH LARGE EYES

AND UNUSUAL HAIR COLORS SUCH AS BRIGHT GREEN

AND BY EROTIC, R-RATED GRAPHICS, THE KIND THAT ARE SO POPULAR

JAPANESE GAMING BUT WHICH ARE MAKING THEIR INITIAL APPEARANCE HERE

ON A REMOTE CARIBBEAN ISLAND, YOU PLAY EITHER A SEXUALLY OBSESSED

PRIVATE EYE OR THE WOMAN WHO HIRED HIM TO INVESTIGATE HER SISTER'S

DISAPPEARANCE. THIS TURNS OUT TO BE PART OF A MUCH BIGGER PLAN SET INTO MOTION BY

JAMES BOND-TYPE MASTER CRIMINAL BENT ON WORLD DOMINATION. YOU EXPLORE FIVE SECTORS

OF THE CITY, DEFEATING THE BOSS OF EACH SECTOR IN ORDER TO MOVE TO THE NEXT

ONE. REAL-TIME COMBAT CONSISTS OF CLICKING ON A FOE'S FULL-SCREEN IMAGE. AFTER YOU

DEFEAT A BOSS, AN R-RATED SEQUENCE WITH A DIFFERENT WOMAN LEADS TO MORE REVEALING

ING SCENES IN WHICH YOU "INTERACT" IN WAYS WE WON'T DISCUSS IN THIS REVIEW. WHILE THE TEXT WAS POORLY TRANSLATED, IT IS FULL OF UNINTENTIONAL HUMOR. *COBRA MISSION* SUCCEEDS GRAPHICALLY, WITH FIRST-RATE ILLUSTRATIONS, BUT IS LESS GRATIFYING AND SUBSTANTIAL AS A GAME.

## THE SOLUTION

### GENERAL

The general directions provided here will steer you to important locations. Caches of money and weapons are scattered around the main map and inside buildings. To find them, walk into all the solid objects (such as trees and beds) and walk over all the carpets. Once you've defeated a sector's boss, you won't have any more encounters there, so quickly search the map before moving on.

### COMBAT

There are a few fixed encounters with very tough opponents; for these you'll need a good supply of Poison Darts or Firecrackers. The other foes are much weaker, so you can easily beat them with basic hand-to-hand techniques.

### SEDUCTION

When you click on your partner, one of the squares in the meter at the top of the screen lights up. If your partner becomes more excited, the light will be red; otherwise, it will be white. When you reach a certain number of red lights, then there is one particular action that will move you into the next stage of the seduction. If you fill up the meter without getting enough red lights, your partner gets bored and kicks you out.

To avoid corrupting young (or old!) minds, explicit instructions for these scenes are not provided. Try different things and see which ones get positive reactions. Some moves will work more than once, as long as you don't use them twice in a row. Remember that the neck is an erogenous zone. It's easy to miss when you're clicking around at random.

### CENTRAL COBRA

After reaching Fayette's house, visit the Photo Junkie in the house to the west, then Rocket Delivery in the building to the east. Accept the job they offer and equip the red cap. Go outside and look at the map to find your destination. After the delivery, return to the office.

There are more deliveries for four houses, each containing an undergarment that you can give to the Photo Junkie. When you have enough money, buy supplies in the shops in the southwest and northeast corners.

Go to the Bar (southeast) and talk to all customers. Investigate the bridge (east) and go to City Hall (northeast) to report the damage. Also visit Club 10 (northwest), the Railroad Station (northwest) and the Railroad Crossing (southwest). Finally, go to the Pharmacy (northeast) and take part in the experiment. Head towards the bar. You'll get sick and have to return to the Pharmacy for the antidote. After being healed, return to the bar and talk to the customers.

**CLUB 10 AGAIN**

Return to Club 10. This time you'll approach the building, but you won't be able to enter it. Go to the Bar and talk to the customers until you're told that Tacker has returned from West Cobra. Save the game and enter Club 10. When Faythe is kidnapped, return to the bar and talk to the customers until JR figures out how to enter the building.

Go to Club 10 again. Go up to the front door, then enter the side door, talk to the receptionist and go through the door she opens. Search the plant to find a key, which opens the door to the north. Go through and fight Tacker, then search the room to find an undergarment. Open Faythe's cell and leave the building.

At this point you can go back to Faythe's house and call Steffie for a date. However, you won't be able to successfully seduce her until you've bought some special equipment in West Cobra. To reach West Cobra, return to the Railroad Crossing, which you can now unlock.

**WEST COBRA**

On entering, go south to the first street and then due west to the bar. Talk to all customers until they repeat themselves. Then get the whistle from the engineer in the Park to the far northwest. The Rocket Delivery office is just east of the Park entrance. Get a sector map there.

Go to the Sex Shop (southwest) and buy everything they sell. At this point, you can return to Central Cobra and seduce Steffie. There are also shops in the southeast and north of West Cobra.

Deliver the packages you get from Rocket. You'll find two pieces of lingerie. You'll also get in a fight with the second customer, Winters. He'll tell you where to buy cognac. (If this doesn't happen, you didn't talk long enough at the bar.)

Go back to the Sex Shop to find out about cognac. Go to the Dowzing School (southeast) and sign Faythe up for the course. Return to the Bar and talk to Dominique. You might also want to go back to West Cobra, to visit the Rose Motel next to Club 10.

**THE HOUSE OF LEATHER CARD**

Pick up Faythe at the Dowzing School, then head back to the Sex Shop. Faythe can now find the secret stairway hidden by the wardrobe in the northwest corner of the building. Explore this area until you find two bottles of cognac. Give one bottle to Winters, take the other to the bar. Talk to Wendell several times until he passes out and you get his "House of Leather" card.

Go to the House of Leather (southwest). Search the rug in the third room on the right for a key, then open the right-hand door at the very end of the hall. Talk to Yvonne and search the room for lingerie. As you attempt to leave, you will be attacked by Derek. Search the room from which he emerged and get another piece of lingerie.

Go to the Rocket Delivery Office to get a map of South Cobra. Return to Central Cobra and go to the Train Station for Yvonne's number. When ready, return to the Train Station and travel to South Cobra.

**SOUTH COBRA**

Go to the Bar (south). Talk to all customers and pick up the lighter on the barstool. Visit the Police Station (west) — enter through the left-hand door so you can talk to the guard.

Enter the blue house just southeast of the police station, to find a piece of lingerie. Enter Atlas Construction (north) twice, for a Police Station map. Enter the Blue House, which is one block north and one block east of the bar. It has entrances on the south and east sides; take the

east entrance to find a map of East Cobra and a magazine. Find the shops at the northwest and southeast; buy an Axe and an Orchid Brooch.

After you've talked to the Guard at the Police Station, Geppel is placed at random on one of the streets. Talk to him, then go to the bar. When you get the clue about the Warehouse (southwest), go there. Equip the Axe to break the lock and enter. Search the boxes until you've found all four parts of the uniform.

Talk to the guard at the Police Station, then to the customers at the bar. You'll be directed to Mick's house (northwest). Go up to the second floor and turn off the television to the northwest. Talk to the boy, then follow his directions to get the key, open the door and get the military insignia.

Go back to the Police Station and fight Geppel in the northeast room. Go to the northwest room and explore until Faythe leaves you. Go to the Bar again so you can talk to Chrissy, then talk to the customers until they mention Atlas Construction.

Return to the Dowzing Academy in West Cobra to rejoin Faythe, then go to Atlas Construction. Entering twice will give you the two maps to General Fist's complex (if you have an Orchid Brooch to use as a bribe).

### THE SECRET PASSAGE AND THE DARK KNIGHTS

Go to the Police Station and search for the secret passage in the northwest room. Follow the passage to the end, and you will reach the complex. Climb the stairs in the southeast corner to the second level. This level is a series of concentric circles. Each ring has a Dark Knight who holds the key that opens the door to the next inner circle. To kill Dark Knights, aim your blows at the mesh between their helmets and breastplates.

When you reach the center, push the four blue buttons so they turn red. When you've pushed all four, they'll turn into pits. Jump down one of them, then head north for the showdown with General Fist. Return to Central Cobra, go to Faythe's house and check in at City Hall. Cross the bridge to East Cobra.

### EAST COBRA

Go to the Pharmacy Labs (north) and the Bar (southwest). Buy two cookies at the store just south of the Pharmacy; there are also stores in the northwest and south.

Visit Duncan's House (northwest) to ask about arctic gear. Go to the northern beach house. Find the two pieces of lingerie downstairs and wake up Vinny. Visit Vinny at his house (northeast), then go back to Duncan's house to get the coats. Enter the yellow house (north) and talk to the woman there twice. Have Faythe equip the Stun Gun, which is especially good against robots.

### THE PHARMACY LAB

Equip winter coats and enter the Lab. Find and push the seven blue buttons, which then turn green. Kill the robot in the north part of the building, operate the computer that he guards, and go through the door that opens. Mechachrome is best defeated with thrown objects. If you run out, you can try to kill him by aiming at his face in hand-to-hand, but it isn't easy.

Take the stairs down to the next level and operate the computer to open the door. Talk to Donna twice, then go to the dark area and find the exit near the southwest corner.

Remove the winter coats and visit Duncan to exchange them for your diamond necklace. Return to Faythe's house in Central Cobra, then go to the City Hall. This is a good time to take care of any unfinished business: trade lingerie to the Photo Junkie and call the women you've rescued. Go to the train station, fight the guardian and travel to the graveyard.

## GRAVEYARD

Go to the red house south of the train station to rescue the mayor. Then move south of the statue nearby and push it north to reveal a secret passageway. The first man you see in the passageway will give you a map. Talk to the other men nearby, then take the stairs at the far end. When above ground, look around for another statue to push, which will take you to another part of the underground. Repeat until you've reached the castle.

## THE CASTLE

While exploring, you will find a magazine, an Esper Rod and maps of the first two floors of the castle. If you talk to Stanley, you will be able to get the Sword of Gaia in one of the buildings above ground. You'll need this weapon to open the gates to the castle.

The layout of the castle is hard to describe, but it is easy to navigate if you keep looking at your maps. The map of the third level is in a chest in the southeast of that level, guarded by Captain Hawk. He can be easily defeated by aiming your weapons at his face.

## THE CRYSTAL BALLS

While exploring, you will find four crystal balls. The locations are: southwest Level 2, Center of Level 3, southeast Level 1, and northeast Level 3. They are used to deactivate the four pyramids at: west Level 1, southwest Level 2, northeast Level 1, and southwest Level 3.

You should first work your way to northwest Level 1, where you can fall down a pit into the Underground. Search the dark corridor to find the dynamite, then return to the castle, and use the dynamite to blow up the door in the Center of Level 2. With that done, you can defeat Captain Hawk (southeast Level 3), and obtain his Swastika Key. Get the Bronze Key (southeast Level 1) and use it to open the locked door (southeast Level 2).

The Swastika Key opens the door to the Dark Room (Center of Level 2). Go into the Dark Room and walk due north, ignoring the door in the middle of the room. When you reach the far wall, you'll throw a switch and open the passageway in northeast Level 3. After all four pyramids have been deactivated, then this passage will take you to the final confrontation with Kaiser (north Level 3).

# THE DARK- SIDE OF XEEN



**T**HIS MARKS THE CONCLUSION OF THE FIVE-GAME SERIES THAT BEGAN WITH *MIGHT AND MAGIC I: SECRET OF THE INNER SANCTUM*. WHILE IT RUNS ON AN ENHANCED VERSION OF THE *CLOUDS OF XEEN* ENGINE, *DARKSIDE* ALLOWS OWNERS OF *XEEN* TO INSTALL BOTH AND RAMBLE BACK AND FORTH BETWEEN BOTH WORLDS — AND SOLVE A THIRD QUEST, *THE WORLD OF XEEN*. LIKE OTHER M &

MS, IT'S A TREASURE HUNT WITH NUMEROUS MINI-QUESTS AND DAZZLING, SUR-REAL GRAPHICS. AUTOMAPPING AND AUTOMATIC NOTE-KEEPING SIMPLIFY KEEPING TRACK OF ALL THE CLUES, AND YOU MAY OPT FOR ADVENTURE MODE IF THE COMBAT-INTENSIVE WARRIOR MODE PROVES TOO DEMANDING. A QUALITY PRODUCTION IN EVERY RESPECT, *DARKSIDE* IS HIGHLY RECOMMENDED.

## TYPE

Fantasy role-playing

## DIFFICULTY

Intermediate

## SYSTEM

IBM (Required: 286+, 2 megs RAM, 256-color VGA, hard disk. Supports: Roland GS, Ad Lib, Sound Blaster & Pro, Sound Master II, Pro Audio, Sound Source)

## COMPANY

New World  
Computing

## THE SOLUTION

### SKILLS

Skills can be bought in the following locations:

- Cartography: Castleview, 30-23
- Pathfinding: Castleview, 29-27
- Swimming: Castleview, 7-19
- Direction Sense: Castleview Sewers, 3-36
- Arms Master: Castle Kalindra, Level 1, 8-6
- Danger Sense: Castle Kalindra, Level 1, 8-8
- Detect Secret Doors: E-4, 5-12
- Navigation: Sandcaster, 19-5
- Prestidigitation: Sandcaster, 19-1
- Linguist: Sandcaster, 19-30
- Merchant: Sandcaster, 19-27
- Body Builder: Sandcaster Sewer, 27-3
- Prayermaster: Lakeside Sewer, 6-4
- Mountaineering: B-2, 13-14

### SPELLS

Guilds are at:

- Castleview 3-27 (buy membership at 5-28)
- Sandcaster 18-22 (buy membership at 20-14)
- Lakeside 1-9 (buy membership at 3-5)
- Necropolis 5-1 (buy membership at 10-6)
- Olympus 7-9 (buy membership at 5-1)

### COMBINATION LOCKS

Combination locks can usually be opened by a skilled thief. Simply type the numbers the game suggests when you inspect the safe. If the suggestion is "36-26-36," then your Thievery skill is too low and you'll need to come back later. If the suggestion is "?," the combination can only be obtained from an NPC.

### POTIONS

The various magic potions in dungeons permanently boost character attributes. They are color-coded:

- Red (Strength Green): Endurance
- Orange (Intellect Purple): Speed
- Blue (Personality Yellow): Accuracy
- White (Luck Black): All Attributes

### GETTING STARTED

If you aren't using characters from *Clouds of Xeen*, gold will be scarce at the beginning. Instead of paying for training, invest in combat spells. Be sure to keep some money aside for emergency healing and armor repairs. You'll find a large cache of gold after you meet Ellinger.

The monsters later in the game tend to have lots of hit points, so damage spells are often ineffective. It's better to use spells like Heroism and Holy Bonus to boost your fighting abilities.



Day of Protection and Day of Sorcery are especially useful.

Your armor will break if the character wearing it is brought below -50 HP or so. Try to keep your characters healed up to prevent this from happening. This is especially important when you start getting jewelled armor, which is expensive to repair.

### CASTLEVIEW

The answer to the Cartographer's Challenge at 30-20 is sandcaster. At 10-3, open the boxes in the sequence 123456789. At 6-3, open the boxes in the sequence pitchfork. Free the prisoner at 1-20, then talk to his brother at 22-24 for a reward. Buy a map at 28-30, and trade it for a better one at 22-24.

Explore the sewers (see below) and take the necklace to 27-19. You will obtain the key to Ellinger's Tower. Explore Ellinger's Tower (see below). After talking to Ellinger, you can open the box at 2, 2. Threaten the Gremlin King at 29-13, and then accept his surrender to get three Energy Disks. Talk to the mayor at 23-27 for a reward.

### CASTLEVIEW SEWERS

The sewers have several exits, most of which take you to various locations in Castlevue. The one at 17-0 takes you outside (A-4, 14-8), and the one at 26-1 takes you to the southeast corner of Castlevue, which can only be reached from the sewers.

Kill the Queen Rat at 21-5, and get the necklace at 21-9. After killing the Queen Rat, you can get a reward from the man at 31-26. You can also open his chest at 30-26, but be prepared for a tough fight.

### ELLINGER'S TOWER

Only half of level 1 can be explored, depending on your answer to the question at 10-8. Answer "1" to explore the south half, which has the best treasures.

On level 2, remove the lava by pushing all buttons except the one at 3-8. On level 4, the answer to the question is "Ellinger." The other doors on level 4 can be opened by a skilled thief, bashed down by strong characters, or passed with the Etherealize spell. If your characters are low-level, you'll need to come back later.

### WILDERNESS: SOUTH OF GEMSTONE RANGE

Explore the entire area south of Gemstone Range, stopping with D-3 and D-4. Make sure the Levitate spell is active, to keep from falling into the Troll Holes. Holes are at 8-12, 11-6, and 12-13 in B-4; 13-5, 14-11, 4-14, 5-12, and 7-5 in C-4; 18-12 and 14-5 in D-4; 2-0 in C-3.

You can buy jewelled weapons and armor at the following locations: 12-14, 13-12, and 15-11 in A-3; 1-12 in B-3. The craftsmen require jewels, which can be found by searching the walls in the various gem mines: 6-7 and 12-7 in C-3; 4-5 in D-3; 10-9 in B-3; 13-1 and 5-0 in A-3. Only the following Forbidden Fruits are safe to eat: 6-12, 6-14, and 13-4 in C4.

To return to Castlevue, buy a pass at A-4, 15-12. The answer to the riddle at A-4, 1-4 is palindrome. To enter the Temple of Bark, get two melons (A-4, 3-1 and A-4, 8-4). Give one to the monkey at B-3, 3-12, then try to enter the dungeon at C-4, 2-8. Return to the monkey and give him the other melon to get the key.

Barbarians live at B-3, 6-12. You can make peace with them, or attack them for extra treasure. Ogres at D-3, 11-5 have two Energy Disks. You can get them peacefully by selecting option "3" twice from the menu, or by selecting option "2" and then fighting them.

The following areas can be reached only if you have Mountaineering skill. This is easy to obtain in *Clouds of Xeen*, but if playing *Darkside* only, you'll have to wait until much later. Destroy the Ogre camps at D-3,9-8 and D-3,3-7, then go to B-3,11-4 for a reward. There are

additional gemstone mines at 7-4 in A-2 and 1-0 and 4-2 in B-2. After cleaning out all the gemstone mines, you can reset them by entering the mine at C-3, 6-9 and paying 250,000 gold.

### CASTLE KALINDRA

You should now have five Energy Disks, so talk to Ellinger, and then enter Castle Kalindra. Search the fireplaces for buttons to open grates. You probably won't be able to open any of the safes yet, so just pick up the "Arms Master" and "Danger Sense" skills and leave.

### TEMPLE OF BARK

You can't read most of the books unless you have the "Linguist" skill. However, none of them contain vital information. On Level 1, pull the levers at 9-6, 9-8, 14-2, and 13-14. These control the doors in the main hall.

On Level 2, the passages off the main corridor close when you approach them. To pass, stand in the middle of the corridor and cast Jump. On Level 3, free the sprite at 6-12. When you leave the dungeon, go to C-4, 1-7 for your reward (which will include two Energy Disks). On Level 4, set the dials at 0-4 and 0-11 to "1"; dials at 2-15 and 9-15 to "2"; dials at 15-8 and 15-3 to "3". Pull the lever at 15-14, then drink from the fountain at 8-7. On Level 5, give five gems to each of the skulls at 31-0, 22-0, 7-0, and 0-0. (You'll hear a special chime when you've given enough gems). This activates the fountains at 23-12, 30-10, 9-12, and 2-10.

You can find two Energy Disks, at 31-17 and 0-18. If you give gems to the skulls at 1-21, 31-21, 0-23 and 31-30 until they break, then the wall at 16-8 will open, releasing Barkman. He has 40,000 hit points and can't be killed until you're at a much higher level (hit him repeatedly with Mass Distortion spells to soften him up.) Killing him allows you to open the chests at 1-24 and 30-25.

### GETTING TO SANDCASTER

It's very hard to progress from here unless you have access to some potent spells, especially Fiery Flail and Incinerate. They are available only in Sandcaster, which is not easy to reach. Go to E-3, and walk around until you encounter an armadillo. Don't try to kill it. Put it to sleep with the Beast Master spell, then have each character run away. This will put you on the edge of the desert. Walk directly to D-2, 12-2 and enter the grate. You're now at 0-16 in the Sandcaster Sewers. Go up the ladder at 13-9 to enter Sandcaster.

Buy Guild Membership at 18-10, then go to 20-14 to buy spells. Buy Day of Protection, Day of Sorcery, Cure Poison, Cure Disease, Fiery Flail, Incinerate and whatever other spells you can afford. Don't explore the rest of the town yet.

### WILDERNESS: SOUTHEAST CORNER

You're now able to explore E-3, E-4, F-3, and F-4. To kill armadillos, stand in the middle of the river where they can't get you and launch Incinerate spells at them.

Only the following Forbidden Fruits are safe to eat: 5-4 and 13-13 in E-4; 2-15 in F4. Troll Holes are at 5-5, 6-8, and 13-6 in E-4 and 7-0 in E-3. Pick up the Handle at E-3, 13-5 and take it to Vespar at B-3, 7-1. He will give you the Sandcaster Pass. Talk to the man at F-4, 6-7 to get the key to the Southern Tower.

### SOUTHERN TOWER

The doors in this tower are very hard to unlock but easy to bash through. Keep a "Levitate" spell active at all times. Level 2: Bang the gong three times to open the doors. Level 3: Bang the gongs three times to open some passages. There are Energy Disks at 5-5 and 9-5. To open the

chest at 4-6, rearrange your party so that the character with Thievery skill is in the first position. Examine the chest, and type the password Open Sesame. Level 4: Don't read the book at 9-11. Only a Robber or Ninja can safely read the book at 5-11.

### SANDCASTER/SANDCASTER SEWER

Buy all the skills and spells, then do the following: The answer to the riddle at 27-17 is "3". The answer to the riddle at 23-17 is "100". (You must have Merchant skill to hear the riddle.) The Lakeside Pass is at 18-8. The Eastern Tower Key is at 30-1. You can buy Vulture Repellent at 6-21, but it doesn't seem useful. Kill Morgana at 4-30. Go into the Sewers. Visit the Gym at 25-4, then take the ladder up at 1-1. From here you can battle Xenoc at 12-1. With Morgana and Xenoc dead, you can get a reward at 20-14.

### LAKESIDE/LAKESIDE SEWER

Use the Town Portal spell to get to Lakeside. To join the Guild, go to 3-5 and answer witch. The Necropolis Pass is at 1-14. The Dragon Statue is at 12-11, in the sewers.

### WESTERN TOWER

Go to A-3, 14-17 and climb up to the Skyroad. From there, go to A-3, 4-9 and enter the tower from the top. The Western Tower key is at 9-8. Go back to the ground and talk to the man at A-3, 8-10. Enter the tower and fight your way up along the outer wall until you reach Level 4, 4-10 where you are rewarded. Take the central stairs back down to Level 1, and get the Pegasus Statue (7-7) and the two Energy Disks (8-8, 6-8).

### EASTERN TOWER

Use the Jump spell to bypass the teleporters on Level 1. You can find Energy Disks at 11-8 and 7-4 on Level 3, and the Jewel of Ages at 5-11 on Level 3. Take the Jewel of Ages to F-4, 6-7 to activate the fountain there. This fountain will cure unnatural aging.

### WILDERNESS: NORTHEAST CORNER

If you don't have the Mountaineering Skill, use Town Portal to go to the outskirts of Necropolis, then go directly to B-2, 13-14. You're now ready to explore all of the Wilderness, except for A-1, B-1, A-2, and B-2.

The tree at E-2, 8-15 will speak to you if you've helped the tree at B-3, 6-3 in *Clouds of Xeen*. It will direct you to the treasure at E-4, 0-13. Get the ring at E-1, 11-12 and give it to the woodsman at E-2, 3-12. Get the magnifying glass at F-1, 10-0 and give it to the mage at E-3, 13-13. Sell the treasure map (from Castlevuew) at E-1, 1-11.

The Giant at 10-5 has two Energy Disks. It doesn't make any difference whether you fight him or form an alliance. The dwarf at D-1, 1-8 holds the key to the North Tower. The answer to the Enchanted Boulder riddle is Paladin. Give the answer at C-2, 11-0, then go to the following locations to collect your treasures: 11-0 and 11-5 in C-2; 0-0, 0-10, 5-0, 5-5, and 5-10 in D2.

### NORTHERN TOWER

You may need to use Etherealize to get through the doors here. The puzzles on the lower levels are all famous proverbs with the vowels removed. To answer them, type all the missing vowels in order. If you have trouble, search the beds on the top floor for the answers. On level 4, have each character sit in the thrones at 8-7, 8-8, 6-7, and 6-8, and then in the throne at 7-6 for a reward. There are two Energy Disks at 3-8 and 11-8. The answer to the riddle at 7-4 is

"AIE"; take the chalice to D-1,1-8 for a reward.

### NECROPOLIS AND THE SEWERS

Read all of the books for experience. (Some require high intellect.) None of the fountains on Darkside raise intellect, but you can raise everyone's intellect to 50 once Corak's Ship becomes available. This is enough to let you read volumes 1-8. Be sure to visit the Fountain of Youth whenever you accumulate 100 years of unnatural aging. You may also need to use the fountain at D-1, 6-13 to gain strength to open the coffins and barrels.

Fight the Lich on the throne at 10-8, then get his heart from 1-14 in the sewers. Take the heart back to the throne, and you'll be able to get the Griffin Statue at 10-10. You'll also get the key to the Dungeon of Death, used in the "World of Xeen" endgame. You now have all three statues, so take them to A-14,13-15 for a reward.

### CASTLE KALINDRA DUNGEON: LEVEL 2

Go back to Ellinger's Tower and give him ten Energy Disks to restore the next two sections of Castle Kalindra. Talk to the girl at Level 2, 11-15 to get the key to the Dungeon of Lost Souls. Free the prisoner in the dungeon, 7-9, to get the combination to the safes at 7-0 and 7-2. The other safes can be opened in the usual manner. You can kill the liches in the dungeon, but you'll need more experience before you can go after the skeletal dragons. None of them have any treasure.

### DUNGEON OF LOST SOULS

You'll need about 300,000 gold pieces to reach the bottom of this dungeon, and another 50,000 soon afterwards. If you don't have them, go back to the Temple of Bark and kill Barkman; you'll be able to open a chest containing 2 million coins.

To move from one level to another, answer "Yes" to all the questions at the stairs down. On Level 1, turn the four hourglasses. On Level 2, turn the four dials to "1", pull the lever, and drink from all the fountains. On Level 3, pull the four levers. On Level 4, pull all the levers in Column 6, starting from the top. Pulling the lever at 14-14 gives you access to the secret passage in the southwest corner; the lever at 14-12 closes it again.

Be sure to cast Lloyd's Beacon when you enter Level 5. This will allow you to return without having to pay again. Free the Songbird of Serenity at 1-8, and note that the phrase "My name is Sheltem" is spelled out by the walls.

### CASTLE KALINDRA: LEVEL 3

Return to Castle Kalindra and talk to Dimitri at 10-15. He will give you the combination to the safes on this level (64, 52, 31). Talk to him a second time for information about the Queen's Knight. Also talk to the girl at 11-15 for a bonus.

Open the safes and get the six Energy Disks. Take them to Ellinger, and the Castle will be fully restored. Explore the new area; note that it contains a full set of shops, including a school where you can get training above 50th level.

Once you've activated the pedestal at 1-1, you can use the magic mirrors which can be found in the towers. Go to a mirror and type the name of any location on the map, and you'll be teleported there.

### WILDERNESS: NORTHWEST CORNER

You can now explore the rest of the Wilderness. At B-1,12-5, say "Dimitri" to the Queen's Knight, then take the bridle to Sandcaster 21-4. Pay 50,000 gold to enchant it, then return it to

the Queen's Knight. This will allow you to enter Castle Blackfang. The spaceship at B-1, 2-9 is empty, except for a logbook that will give you a little bit of historical background.

### CASTLE BLACKFANG

Initially, all staircases go up only. Killing Count Blackfang on Level 3 removes this spell, and allows you to go downstairs. The gong at 15-0 gives you access to the stairs at 12-0. This takes you to an isolated section of the castle with a few treasures in it. The most important parts of the castle are beyond the stairs at 0-10. Work your way up to the third floor, and kill Count Blackfang.

Continue through the castle until you reach the dungeon, then go to 1-1. Talk to the Queen twice, and she will give you a combination (3-31-62). Use this to open the safe in Castle Kalindra, Level 3, 2-15. Get the crown, and return it to the Queen to get the key to the Great Pyramid.

### GREAT PYRAMID

If you have trouble defeating the dragons on Level 1, try setting up Lloyd's Beacon so you can use the fountain at A-1, 2-13. This will give each character an extra 2,500 hit points. Pulling the lever at 25-20 allows you to enter the passage at 28-18. Before the lever will move, you must give numbers to the eight skulls nearby.

Going from left to right and top to bottom, the numbers are: 8, 5, 7, 9, 10, 6, 3, 4. You must pull the levers at 18-6, 22-6, 26-6, 5-4, 4-28, and 11-30 to reach Level 2. On Level 2, type "1701" to go up the stairs to Level 3. Talk to the Dragon King at 6-8 on Level 4. He will allow you to enter Corak's Ship at B-2,3-8.

### CORAK'S SHIP

Activate the panel at 25-8 to use the stone head at 28-6. At 2-8, enter the code "Where no man has gone before" to talk to Corak at 4-8. After talking to Corak, return to the Dragon King to obtain the Olympus Pass.

### SKYROAD AND ELEMENTAL PLANES

The skyroad can be reached from the top level of each tower, and from the ladder at B-3,14-7. White clouds are solid ground. Grey clouds are not; you will fall through unless the "Levitate" spell is active. The answers to the riddles are: smoke (A-2, 3-4), dust (C-1, 2-12), mud (F-2, 12-9), steam (D-4, 12-3).

The boat at B-3,11-8 allows you to travel to Olympus; the boat at C-2, 3-5 returns you to Castlevue. The boats at C-2, 4-8 and C-2, 14-5 take you between Olympus and the Great Pyramid. The boat at F-4, 6-9 takes you to the lake at E-3, 11-0. You can only leave this area by falling through to the ground. There are several magic lamps that can be reached only by using the Teleport spells. Go to the following locations, and teleport in the specified directions to find them:

- F-1,12-3: 9W
- F-1,12-1: 7W, 9W, 9S, 9W
- F-1,1-12: 7S, 9S, 9W, 9S
- A-2, 3-14: 9E
- B-1, 5-12: 5S
- D-4, 0-7: 9N, 9E

You can reach the elemental planes by going to the corners of the map and entering the name of the plane: Fire (A-1, 2-13), Air (F-1,13-13), Earth (F-4,13-2), Water (A-4, 2-2).

In each of the elemental planes, take the Test of that element and awaken the Sleeper. You may need to boost your hit points at A-1, 2-13 (on the ground) in order to survive the test. The locations are:

- \* Fire: Test 10-13, Sleeper 3-12
- \* Air: Test 10-2, Sleeper 12-12
- \* Earth: Test 3-4, Sleeper 12-3
- \* Water: Test 4-11, Sleeper 3-3

### OLYMPUS AND OLYMPUS SEWERS

At location 10-12 in the Sewers, use the password "tribbles". Continue down the hallway to reach the Soul Box at 10-14 in Olympus. Take the Soul Box to Corak.

### CASTLE ALAMAR

In the dungeon, pull the levers at 6-5 and 8-5, and get the Key to Dragon Tower at location 13-3. On Level 2, set the dials at 0-15, 14-15, 14-1, and 0-1 to 9. Answer Sheltem at 7-8. On Level 3, work your way through the maze by stepping on the tiles in the order specified in the dungeon. Keep the "Levitate" spell active or you'll fall through the air tiles. The sequence is "F E W A E E F F W A E F A W E E W W E F A W". The battle with Sheltem will proceed automatically.

## WORLD OF XEEN

Before starting the endgame, you must have defeated Sheltem and awakened the sleepers on the four elemental planes. You should also have the Keys to the Dungeon of Death and Dragon Tower. In *Clouds of Xeen*, you should have defeated Xeen and activated the machines at F-4, 15-0; F-1, 15-15; A-1, 0-15; and A-4, 0, 0. You must have the Xeen Slayer Sword and the Widget (which you get by finding the rock at E-2, 7-11, and taking it to B-3, 9-6).

### DRAGON TOWER

Get the egg from 4-10 on Level 3, and take it to 6-5 on Level 1. Answer "infinity" at 15-30 on the Cloud Level, and you'll get the Silver Key Card. Use the Silver Key Card at 15-5 in the Castle Alamar Dungeon, and you'll get the Darkstone Tower key at 11-9.

### DARKSTONE TOWER

On each level, you must ring all of the gongs before you can climb to the next. The answer to the riddle at 7-9 on Level 4 is "120"; this allows you to get the Gold Key Card at 9-8. Use the Gold Key Card at 15-9 in the Castle Alamar Dungeon, and you'll be able to free the prince and get the Southern Sphinx Amulet.

### SOUTHERN SPHINX

For two million gold pieces, you can make yourself immune to blades (at 9-10) or pendulums (at 5-10), but it's better to use the money for training. Boost your hit points at a fountain and use the Jump and Lloyd's Beacon spells to get through the trapped areas quickly.

To climb the stairs to the second level, make sure that none of your characters are cursed, and then use the password "picard". At 7-3 on Level 2, trade the Widget for the Chime of Opening.

**DUNGEON OF DEATH**  
.....

Note: Exploring this dungeon is optional. It doesn't contain any useful items. You'll need the Xeen Slayer Sword to survive on Level 4. Level 1 is a crossword puzzle. As you fill in each row or column, the water squares there will dry up. When the level is completely dry, you'll be able to go down. The word list for the puzzle is that statue at 21-1; every word written in red appears in the puzzle.

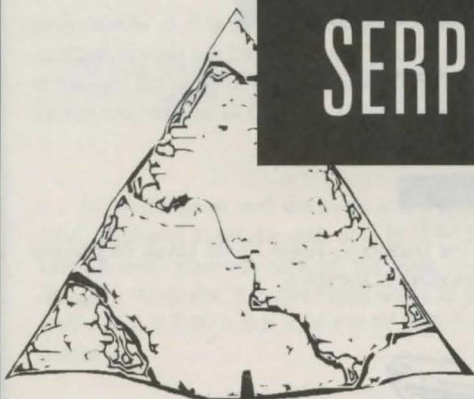
On Level 2, none of the dials or levers do anything, except for the one at 0, 0, which opens the passage to the stairs down. On Level 3, use the "Jump" spell to avoid the piles of treasure, and ring the gongs at 27-30, 29-4, 2-28, and 2-3. Pull the lever at 17-3 to open the passage to the stairs down. On Level 4, type "Computer" on the console at 14-30 to receive your reward (such as it is).

**ENDGAME**  
.....

With the Chime of Opening, you can reach the Darkstone Tower Cloud Level. To perform the Ritual of Unification, go to the pyramid in the center of the spiral.



# DAUGHTER OF SERPENTS



## TYPE

*Interactive movie*

## DIFFICULTY

*Novice*

## SYSTEM

*IBM (Required: 640K, 286/12+, hard disk with 20 megs, VGA or MCGA. Supports: Ad Lib, Sound Blaster)*

## COMPANY

*Millenium/Electronic Arts*

ANOTHER OF 1993'S STRING OF ADVENTURES

"LOOSELY BASED ON THE WORKS OF H. P.

LOVECRAFT," THIS ONE ADDS A NEW CHAPTER TO

HIS CTHULHU MYTHOS. IT'S SET IN EGYPT, WHERE

ARCHÆOLOGICAL DISCOVERIES UNCOVER LINKS

BETWEEN ANCIENT EGYPTIAN CULTURE AND THE EVEN MORE ANCIENT

WORSHIP OF CTHULHU AND THE OLD ONES. GRAPHICALLY IT'S GOR-

GEOUS, WITH ILLUSTRATIONS DRAWN BY COMPUTER ARTISTS INSTEAD OF

BEING DIGITIZED FROM PAINTINGS OR PHOTOS. THE PLOT AND PUZZLES ARE VERY LINEAR AND

EASY FOR VETERANS, THOUGH NEWCOMERS TO ADVENTURE MAY NEED A PEEK OR TWO AT THE

SOLUTION.



## THE SOLUTION

## DAY ONE

Get message from front desk and read. Read Cook's Guide to Alexandria. This contains the map that you point and click on to travel to the various locations. Click on and go to Museum. Talk to Curator. Tell him you are willing to help. Exit and go to Police Station.

Talk to Cameron. Go to Gardens of Paradise Cafe. Sit. Order coffee. Drink coffee and eat cake. Talk to Ariadne. Answers: business, manuscripts. Go to hotel room and sleep.

## DAY TWO

Get message from front desk and read. Go to Cook's. Say help. Go to hotel bar and sit. Haggle with Ariadne. Choose \$350. Go to Cook's. Tell amount of money for draft. Go to Bar. Click on clock over bar. Wait until 6:00 PM. Ariadne arrives. Sit and talk to her. Go to front desk, get draft and return to table. Talk. Get draft and move into purse on table. Ariadne shows scroll to you.

Cameron arrives. Get draft and place in his hand. Go to museum. Examine case and scroll. Read scroll. Series of clues follow. Phone rings. Cameron leaves. Statue appears. Go to Catacomb Entrance. Note Solar Disk above opening.

## THREE MONTHS LATER

At hotel, talk to clerk at desk. Go to bar, sit and talk to Cameron. Exit bar and talk to clerk. Exit hotel. Reenter hotel. Get message from Ariadne at desk. Read. Go to Cafe. You are taken through a secret door in the cellar. Talk to Ariadne. Go to hotel, sleep.

## NEXT DAY

Go to catacombs. Search. Return to Cafe. Talk to Ariadne. Go to tomb. Add three packets of powder to fire in brazier (red, yellow, black). Go to Warehouse. Enter office. Examine desk. Down to cellar. Pick up piece of rope, examine closely, get key.

Examine trap door, unlock and open. Get rope coil and tie (put) coil on bottom of left pillar. Climb down rope. Talk to person you encounter there. Go to next room. Go to dig site.

Take jars and look inside (operate) to get powder. Note peace pipe in southwest corner of screen. Take pipe, drop on ground and examine. Operate pipe (powder goes into it).

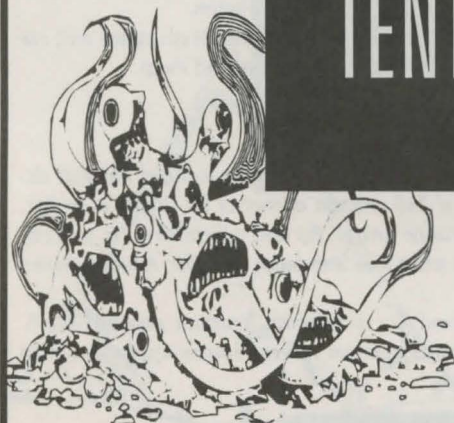
Enter next room with Djinni. Blow powder at Djinni. Walk to right. Enter path leading to Temple. Pick up clothes, head symbol (Eye of Thoth) and notebook. Read notebook. Give notebook to Ariadne. Enter Temple and look around. Return to Cafe for more clues. Go to hotel and sleep.

## FINAL DAY

Go to Catacombs. Operate Eye. Place Eye on Solar Disk. Go to Cafe Cellar. Operate loose brick behind shelf on back wall. Enter room and talk to Ariadne.

Return to room with trapped Djinni. Bargain with Djinni. He will give you a whistle. Release the Djinni. Walk to right and continue along path leading to Temple. Note ritual taking place. Blow whistle.

# DAY OF THE TENTACLE



**A** LONG OVERDUE SEQUEL TO MANIAC MANSION, LUCASART'S FIRST GRAPHIC ADVENTURE, TENTACLE LETS YOU SWITCH BETWEEN THREE CHARACTERS — BERNARD, HOAGIE AND LAVERNE — AND HANG OUT WITH DR. EDISON AND OTHER ZANIES FROM THE MANSION. PURPLE TENTACLE, ALSO FROM THE FIRST GAME, HAS RUN OFF TO TAKE OVER THE WORLD. TO SEND THE TRIO BACK IN TIME AND PREVENT PURPLE FROM TURNING EVIL, DR. EDISON USES A TIME MACHINE THAT MALFUNCTIONS AND TRAPS LAVERNE IN THE FUTURE AND HOAGIE

IN THE PAST. BESIDES FINDING PURPLE AND SAVING THE WORLD, BERNARD MUST HELP THEM BACK TO THE PRESENT. YOU'LL EXPLORE THE SAME HOUSE IN THREE ERAS, DEPICTED IN ANIMATED CARTOONS OFTEN BROUGHT TO LIFE WITH DIGITIZED VOICES AND SOUNDS. THE CINE-

**TYPE**

*Animated adventure*

**DIFFICULTY**

*Intermediate*

**SYSTEM**

*IBM and CD-ROM (640K, 286/12+, 256-color VGA, hard disk; CD-ROM requires MSCDEX 2.1 or higher and two megs expanded memory. Supports: Sound Blaster and Pro, Ad Lib, Roland and general MIDI drivers available free, joystick, keyboard, Windows.) Recommended: 386+, expanded memory, mouse*

**COMPANY**

*LucasArts*

MATIC INTRODUCTION IS ONE OF ADVENTUREDOM'S BEST, AND SO IS THE REST OF THE GAME — PERHAPS EVEN THE BEST OF 1993.

## THE SOLUTION

### FINDING SECRET LAB (BERNARD)

Open the clock in the lobby.

### BASEMENT (BERNARD)

Pick up the blueprint on the bulletin board.

### FINDING EDISON (HOAGIE)

Open clock in entry and enter. Give plans to Edison.

### GETTING OUT OF TREE (LAVERNE)

Have Hoagie take the paint can from the attic and paint the kumquat tree in front of the outhouses red. Go to main hall and challenge George about cherry trees (he'll chop it down, and Laverne's in the clear).

### GETTING OUT OF KENNELS (LAVERNE)

Have Laverne tell the guard she's sick. In the med clinic, take the tentacle diagram off the wall. Back in cell, tell guard she has to go to bathroom (this takes you outside by the time machine). Flush diagram and have Hoagie pick it up and put on bed in Betsy's room. She makes it into a flag. Have Bernard get crank from rooftop and send it to Laverne. Have Laverne plead sick again and go up chimney to roof. Use crank on crank box. Use crank. Get flag (wear flag as disguise).

### VINEGAR FOR BATTERY (HOAGIE)

Have Hoagie get wine from Franklin's bedroom. Give wine to Jefferson, who puts it in time capsule. Send can opener to Laverne. Have Laverne go to colonial room and open time capsule with can opener (getting wine/vinegar). Flush vinegar back to Hoagie. Have Hoagie give vinegar to Fred.

### GOLD FOR BATTERY (HOAGIE)

Have Hoagie get letter from mailbox and flush it to Bernard. Have Bernard go to Dwayne's room and give letter to Dwayne. Get the gun Dwayne leaves behind. Go to main hall and have Bernard take the chattering teeth. Open grating in floor and herd teeth into hole (trapping them). Take teeth. Replace conventioners gun lighter with Dwayne's gun and ask conventioner for a cigar. Send cigar, gun and chattering teeth to Hoagie. Have Hoagie give cigar to Washington, then give teeth to Washington (starts fire). Take blanket, Hancock drops and go to roof via attic. Put blanket over chimney. Return to fireplace and take golden pen. Give pen to Dr. Fred.

**OIL FOR BATTERY (HOAGIE)**

Go to kitchen and take salad oil. Give oil to Dr. Fred. Take battery.

**CHARGING BATTERY (HOAGIE)**

Get bucket and brush (in cabinet) from laundry. Use bucket with pump in kitchen (filling it with water). Go to George's room and bump the bed. Pull the cord for maid service. Exit room and take the soap from maid's cart. Use soap on bucket. Go to carriage outside inn and use bucket on it (begins to rain). Have Bernard get "Help Wanted" sign from window of entry. Flush it to Hoagie. Have Hoagie give sign to Dr. Fred (getting lab coat). Go to Ben's room and give coat to Ben (makes a kite out of it). Outside when Ben hands you the kite, attach the battery to it. Push kite when Ben says "now." Take battery and plug it into Chron-o-John.

**OPENING SAFE (BERNARD)**

With decaf coffee from kitchen, go to tentacle's room and take videotape. Go to Edna's room and push her (statue gets in the way). Have Hoagie get hammer from Dr. Fred's lab and go to Edison brothers' room. Switch hammers with Edison brother who's sculpting (statue changes). Back in Edna's room, give her another push. Put videotape in VCR. Go to basement, pour decaf coffee in Dr. Fred's mug (puts him to sleep, goes to safe). Return to Edna's room and watch screen with Dr. Fred. Record Dr. Fred with videotape (IRS shows up). Rewind tape and playback in slow motion, observing safe code. Go to safe and open it, getting contract.

**RESCUING DR. FRED. (BERNARD)**

With funnel from cabinet in laundry and regular coffee from kitchen, go to attic by means of chimney. Remove rope from Dr. Fred. Go to roof and use rope on pulley. Go to front of house and tie rope to Ted. Return to roof and pull on rope, raising Ted into attic. Get red paint from Hoagie (using time machine) and paint Ted. Use Ted on Dr. Fred, switching bodies. Tie rope to Dr. Fred. Go to roof and pull on rope. Use funnel on Dr. Fred and use regular coffee on funnel (reviving Dr. Fred).

**GETTING A DIAMOND (BERNARD)**

Tell Fred you'll save the world yourself by declaring purple tentacle insane, and he'll sign the contract. With disappearing ink from Dwayne's room, go to Ed's room and use ink on his stamp book. Get stamp he throws at you. When ink wears off, return his book. Use stamp on contract. Put contract in time machine and send it to Hoagie. Have Hoagie mail it in the mailbox, raising the flag (pony express). Take Dr. Fred's bankbook from his office. In honeymoon suite, watch TV (diamond offer) and call Shopping Network (ordering diamond).

**TALENTS CONTEST (LAVERNE)**

Go to main hall and get a tag from blue tentacle for contest. Go to room with Ted and put tag on Ted. Take skates and put them on Ted. Push Ted.

Best contestant: Have Bernard go to green tentacle's room and turn on stereo. Push over speaker (knocks down fake vomit). Get vomit from entry and flush it to Laverne. Have Laverne go to contest on upper floor and put vomit on ground in front of Harold (disqualifies him).

Laugh: Have Laverne send scalpel to Bernard. Have Bernard use scalpel on Oozo the clown. Get laugh box and send it to Laverne. Have Laverne use laugh box on Ted. Talk to judges and request contest for best laugh.

Hair: Have Bernard get fork from kitchen. Send fork to Laverne. Have Hoagie get spaghetti from kitchen. Send spaghetti to Laverne. Have Laverne use spaghetti on Fred's head. Use fork on spaghetti. Talk to judges requesting best hair contest.

Smile: Have Bernard send textbook to Hoagie. Have Hoagie read textbook to horse (getting teeth). Send teeth to Laverne. Have Laverne use teeth on Ted. Talk to judges requesting best smile contest (getting dinner certificate)

### HELPING EDISONS ESCAPE (LAVERNE)

Give dinner certificate to guard in jail. Push switch on wall, lowering force field. Have Bernard get Booboo-b-gone from Fred's office (in drawer) and send it to Laverne. Have Laverne use Booboo-b-gone on fence (gives cat a stripe). Have Hoagie go to attic and use Ned's bed. Use squeaky mattress on Jed's bed. Use squeaky mattress again (distracting cat). Take toy mouse. Send mouse to Laverne. Have Laverne use mouse on striped cat. Use striped cat in kennel.

### CHARGING TIME MACHINE (LAVERNE)

Get extension cord from Ted's room. Plug cord into plug on time machine. Use other end of cord on window into basement. Have Bernard take hamster from Ed's room and put it in ice box in upper hallway. Get keys by closing door in honeymoon suite. Go outside and give keys to car thief (getting crowbar). In entry, take dime from phone. Use crowbar on gum in entry and then chew gum (getting second dime).

Return to honeymoon suite and use both dimes on FickleFingers machine (getting sweater). Back in upper hallway, use crowbar on candy machine, getting all the quarters. Go to laundry and put sweater in dryer. Put quarters in dryer. Have Laverne go to laundry and get shrunken sweater. Go to icebox in upper hall and get frozen hamster out of cooler. Go to kitchen and put hamster in microwave. Use sweater on hamster. Enter clock in entry. Plug plug into outlet. Use hamster on hamster generator (runs into hole).

Have Bernard get vacuum flier in entry and send it to Hoagie. Have Hoagie put flier in suggestion box by fireplace (creates shopvac in future). Have Laverne use shopvac on mouse hole. Open hatch on vacuum (getting hamster). Use hamster on generator.

### END GAME

When purple tentacle zaps you, enter mouse hole in Dwayne's room. Take bowling ball in green tentacle's room. Go to lab and use ball on tentacles. Talk purple tentacle into shooting Dr. Fred with gun.

# DUSK OF THE GODS



## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (Required: 640K, VGA and hard disk. Supports: mouse, most major sound boards)*

## COMPANY

*Event Horizon*

IN A TRIBUTE TO NORSE MYTHOLOGY, *DUSK* SENDS YOU ON A MIGHTY QUEST THAT LEADS TO THE SLAYING OF BALDUR, GOD OF DARKNESS. THIS WAS CHRIS STRAKA'S FIRST MAJOR GAME, AND IT INTRODUCES CONVENIENT FEATURES SEEN IN

HIS LATER WORKS. THE ABILITY TO PRINT ALL THE CONVERSATIONS, FOR INSTANCE, MEANS YOU WON'T HAVE TO TAKE SO MANY NOTES. THIS IS A LENGTHY QUEST THAT STRETCHES ACROSS THE MYTHICAL LAND OF MIDGARD AND INVOLVES MANY OF NORSE MYTHOLOGY'S GODS. IN ADDITION TO A TREASURE HUNT ON A GRAND

SCALE, IT PRESENTS NUMEROUS OPPORTUNITIES FOR INTERACTING WITH THE INHABITANTS OF MIDGARD IN CONVERSATION AS WELL AS COMBAT.

## THE SOLUTION

To complete this quest you must find a mountain root, a cat's footfall, the spittle of birds, a bear's sinews, the breath of fish, a women's beard and the Arrow of Pain, which is used to kill Baldur.

## ASGARD

Make your way south of the walled section of the inner city to Inghen for supplies, then head north and west to the Bif-Rost Bridge. Go north. On a projection out into the void are the three fates: pay heed to their words, for only you can change the outcome. They will also give you a helm, shield and battle axe. Now build your strength by fighting. If hurt, go north outside the main gate to the Lady Eil, who will heal you. Nearby, Bjort will extend the life of your torches. Hilf, one of her Freya handmaidens, can bless and protect you temporarily.

Talk to everyone. Keywords are necessary. Say "footfall" to Freya and get the chest in her room to build your strength when paying homage to the gods. You will find a similar chest with her handmaiden Sif. When you talk with Frey use the word "Skidbladnir," a ship you can carry in your pocket. Now go to the large meeting hall and take a chest in corner. The Mimer's Head in it can give you advice; say "Sleepers."

After speaking with everyone and noting their locations, question Hoenir and Skimir. You are now ready to leave and try out your fortune. You will find runes, and can also use spells that appear on the four god plaques on your screen. Runes and their uses are explained in the manual.

## THE WORLDS BELOW

Midgard is divided into four sections: Upper, Middle, Lower and Hrothgar Island or East Island. When you leave Asgard, you will enter a cave. Going south and west, you will encounter three warriors. Kill them and get one of the battle axes. Always pick up Iron Derhims, as you need all you can get.

Going further, you will enter a passage running north and south. The north exit takes you to the north side of Midgard, the south to the Middle portion. Think of it as a large mountain that crosses the mountains and river dividing these two sections. To the west is a similar cave, but it just takes you north or south, not to Asgard. Off the south of Middle Midgard is Lower Midgard. You must use your boat, or after visiting Mountain Mist, you can walk on the water top to reach Lower Midgard.

## GRENDL

Off the southeast corner of Middle Midgard is Hrothgar Island. You can kill Grendel, but must use your fists, for weapons cannot harm her. Now go to the east of this island and south of Alfheim. The Elves Land is a small island with mountains in a circle. Grendel's mother can be slain only with a sword from her hall. Pick up the swords in the center: the Great sword is hidden under another sword. You might use the robe of Obscurity, or Freya's spell of Obscurity, until you find the sword. Be sure and have some Baldur's Brow, a flower that will purge poison from your body, as both monsters can poison you.

## ALFHEIM

Just east of north Midgard is Alfheim, the Elves' Land. The northern part contains four caves full of dark elves, and in the center southern section is a grove that must be entered (by burning down a tree) to get Mimer's Gloves. Just to the southwest of the large hall is Weiland Hiding place. Gorm's son can tell you more.

## ROOT OF MOUNTAIN

North of the center of North Midgard is Jotunheim, land of the Giants and the entrance to

Hel. Almost east of the landing place is a small island called Holmgang. At least ten Fyligia are there, and if you grab a large piece of rock you will have your Root of a Mountain.

### BIRD SPITTLE AND BEARD

Return to North Midgard and go to the west shore line about near the center. Sail west to Ran's Island. Slightly north of this is her husband's Aegir Island. North and west of this is Iceland, where you can obtain a Birds Spittle and the Beard of a Woman. Aeger has Breath of a Fish, and Ran the fishing line.

### SOUTHEAST MIDGARD

If you take the north exit in the cave you will arrive on Midgard in the southeast. Pay heed to the Lady in the first house you encounter, as well as to Otter. You can die only if you encounter the Lady Huldre without the Eleven Helmet. Instead, go east of the mountains and head north to another lady's home. If she is Drifa, she will tell you of the powers of plants or roots that can be eaten. You will want to know of the Apple that restores your health or of the plant that cleanses your body of poison.

On the north-central section of this land is a river or gulf going along the shore. Find the locked stone house, which is Brynhild's resting place. Also along this Gulf is a rocky, mountain section. You can see a cave at the end of a river. Use the boat and enter the cave. You will encounter Mountain Mist, which will give you a shield that protects. You also get the power to walk on water.

### BRISINGAMEN NECKLACE

Farther around the north side of this gulf, you will find another cave. Inside, one of four dwarfs, who have the Brisingamen necklace, will trade it for a large Emerald stolen by the Dark Elves.

### THOR'S HAMMER HEAD

West of the dwarf cave, you may encounter Gunnar. Find the Battle Field and speak to the large Monolith with a face on it. This earth spirit will return the Hammer's Head, which later you will give to Thjasse-Volund, a Smithy on the east side of Asgard.

As you go north and west, a Knight will offer you excellent armor for 30 Iron Dirhem. It's good armor, but you should save your money for later. A shrine to Freya is in the northwest corner, but don't use it now. Visit the drunken sailor and listen to his tales. Southeast of the sailor, King Nithod will offer you the sword Naglering (see manual) for an artifact from Weland.

### TO ALFHEIM

Alfheim holds many treasures: the Dragon Broach from Weland, loot from the Dark Elves, the emerald, Star of Muspell, and the Eleven Helm.

Go east from the sailer and walk or sail across the sea in a southeast direction. In Alfheim, go east to Strongbow. An Eleven Lord will tell you that Weland is south of the large manor. But for now, head east and north to Freya's shrine. Worship until you have a completed Symbol.

You will need the light in the caves. Go east to the mountains, then north along the east side to four caves. Use the light from Freya to see. Search the southern cave. You will find the Helm in the last place you search. Eat Apples as you proceed to conserve your strength, and save frequently.

As you acquire loot, use the sacks you find. They hold ten items, versus eight for the chests. As you search an area, leave a captured axe or case outside the entrance to make sure



you don't search it again.

You will find a magic locked door that requires a Kano rune or Freya's spell. If you run low on light, re-click on the flame (you may do so five times). You might have to go back to the Shrine several times before completing all four caves.

The third cave from the south holds the Star, the top cave the Emerald. Stop at Weiland's home on the way west and buy the Dragon Broach for 15 Iron Derhim. In the south part of Allheim and slightly east of Weiland lies a grove containing Mimer's Gloves. You need fire to get them, so they can wait until much later.

### MIDGARD

Return to Midgard. When you meet an old man who has great knowledge of runes and spells, buy the Valknut symbol (this may have already occurred). Just north of the dividing line and south of an inlet is Brynhild's tomb. Free her, and she will give you speed boots that will enable you to outrun wolves, bears and other adversaries, plus a good sword.

Put on the Elven Helm and go west. Slay the Lady of the Hill Huldre. If you haven't visited the Dwarves, go north to get the Necklace. Also, don't forget to give the Dragon Broach to King Nethod for a very powerful sword. Then return to Asgard and give the Necklace to Freya. Give the Hammer and the Star of Muspell to Thjasse-Voland, or you will become encumbered and can hardly move.

Before leaving Asgard, see Bjort, Eli and Hlif. Go to the cave of passage and use the south exit, then head west on the western coast to meet Ragner Storm Raiser on a ship. He is the son of Gorm; the keyword is "Father." You will continue to run into Shrines, but save most of your sacrifices for Freya. You can use rare wood, torcs, armor, shields and so on for sacrifices.

### KING'S NITHERI AND BEOWOLF

Go south to a large bay, then along the eastern shore and just west of another large bay to King Nitheri. Slay the giant and free the King's daughter, and he will give you the shield "LifeGiver," which restores your hit points for a time. Then use it for sacrifice.

Now go north and east around the bay to King Beowolf. Slay the Dragon, found in a rather hidden valley to the south and a little west of the Castle. Eat its heart, which enables you to speak to birds. If you drink its blood, it will turn your skin into stone for a short time (which might be useful before attacking Grendel.) Take the head back to King Beowolf and get the treasure he promised.

Note: if you use the rune or spell to speak with the dead, you will have it through the entire game and you can speak to the Dragon Head. Mimers Head does not require a spell. After you eat the Heart, the ability to speak with birds stays with you through the quest.

### GRENDL

Go south to the ocean. Cross it, going south, to reach Lower Midgard. On the west shore you will see three boats tied up. They belong to King Marcus, who has both sets of Bonds used for Fenrir; you will need these soon. You can approach this in two ways: either go into the Castle and ask King Marcus for them (you will have to kill him), or enter the southernmost boat, kill the crew and take Ledling and Dromi. In any event you must kill the crew. Go east in Lower Midgard and visit the Freya shrine to boost your strength.

You will need the Kano Spell as well as light for the next step. Go to the northeast corner of the land, then northeast to Hrothgar Island. Speak to King Hrothgar about Grendel. Then see the old man on the island, who advises using your fists to kill Grendel. Use the Dragon Blood and be sure and have some Baldur Brow and White Flowers, which clear poison.

After killing Grendel you get the key to the Treasury. Take what you want there. You also

learn that Grendel's Mother is on an island just to the east, recognizable by mountains around the edge. You will need the Kano spell or rune. Slay Grendel's Mother with a Great Sword that's hidden under another sword in the middle of the room. Use the Cloak of Obscurity, or the Obscurity Spell from Freya; you will also need to use her Kano spell. Find the Sword, slay the creature, collect the items you want, use the Kano rune, open the door, take the Sight Torc and leave. If you still have the power you can move directly to Asgaard with the Freya Teleport Spell. Give the Torc to Hodur in the southeast of Asgard. See Bjort, Eli and get ready for the Northlands.

### MIMER'S GLOVES

Go to Alfheim and seek out a mountain and tree grove south of the main Lodge. Next to the large rocks, use a fireball to burn a tree. Enter the cave and slay the Fylgja. Get the Mimer's Gloves, which you will need in Hel. By now you will have the Sword Hurting, which casts fireballs.

On the shore of Lower Midgard is another grove of trees. Use fireballs to get through. The tomb of Harald Fire Mane's Father, King Guthorm, is in a cave here. He has a pair of Hel Shoes that enable you to cross the Plains of Thorns in Hel unscathed. (If you have Shoes of Swiftness and are holding the Mountain Mist Shield, you won't need the Hel Shoes.)

Return to North Midgard's west coast and go west to Ran's Island. Give her the two sets of bindings, and she will give you a strand of her unbreakable net for a fishing line.

Go north to Aegir Island, enter the cave and proceed to the end. Talk with Aeger: the key word is "Breath." He will request a Cauldron from Froste, a Giant on Jotunheim, to exchange for the fish breath.

### BIRD SPITTLE AND BEARD

Iceland is west of Aegir Island. On its west side you will see the silhouette of a bird in a tree. Talk with it, and you will get the Bird Spittle. Go to the east side of the island. In a cave there, you will find Sven's dead body. Speak with it, and it will give you the Godi Key. Go to the Godi, enter and kill the first person. Go into the locked room, kill the Volur (female spell-caster) and get the Beard of a Woman.

Now go to Jotunheim, which is north of Midgard. The beach is on the east side. Enter the first dwelling, and the Lady Giant Grid will greet you and give you the Gloves of Strength, a Belt of Strength and Wand called Girdarvold. About midway on the east side of the island is an empty house with a small room. Enter the small room, pick up Hymir fishing line and drop Ran's net line in its place. This will give Thor an unexpected victory. Most Giants will try to kill you, but the Hill Giants ignore you.

In the eastern section along the coast between the mountains and the sea are three caves. The middle one is occupied by Hyrrokin, a Giantess who is also a friend of the Asa.

On the southwest side of island lives a Giant called Skor. Enter his castle and work your way to the bottom level. From the Giantess named Wickedness, you will learn of the Giant's Rage. A Stone Giant who lives in isolation and is named Weather Might may also give you advice.

### MORE GIANTS

To avoid battles in Skor Castle, go to a cave in the northeast sector, not the long path, that leads to Hel. In the cave you will encounter the first of four guards who guard the way to the Giant's Rage, which must be destroyed: a Hill Giant, next a Frost Giant, then a Stone Giant and at last a Giant of Fire. After this you will discover Iotunmodr the Giant's Rage, a statue; one blow will break it.

About midway down the east coast you will find a cave in a hidden valley. It's at the corner of one of the Giant's homes. Enter the cave, make your way to the far reaches and you will encounter Grim, a Giant. Slay him and locate his twin sister Hilde. Then look for a locked door. Use the keys each Giant dropped to enter, and take the gold. Take and use Helm Hildegrim and deny it to the Giants in the coming confrontation.

Now go to the north and the Giant named Froste. You can outrun lots of the Giants, but you must make your way below until you find a locked door. The Giant just to the south of you has the key. You must go around some walls to reach him. After getting the key, go back and open the door into the Treasure Room. Take what you want, but get the Cauldron.

### GOING TO HEL

Return to Aegir and get the Fish Breath. Then go to Midgard. On the northwest side is a temple to Freya, on the northeast side a temple to Tyr. Bring your spells up. Now return to Jotunheim. Enter the cave in the northeast corner and descend the huge flights of steps into Hel. Go south until you find a cave and enter it. The floor will be covered with arrows, and you will find the Arrow of Pain under another Arrow.

Exit the cave and go north, then forward to the river. Use the boat to cross it. March over the plains of Thorns to a cave on the eastern end. Enter, and you will be in the Glittering Plains. Go northward and enter the cave to meet with Gaunt, warden of the Gjaller Horn. He will ask you a question: answer "Honor" and get the Horn.

### THE GLITTERING PLAINS

Return to the Glittering Plains. Use the Mimer's Gloves, and enter the large building and take a gold cover. Near the Glittering Plains is Sturt's Kingdom. Upon entering, you will meet with Baugi, Sturt's brother. He will give you a key to the strongroom where the Mead of Consequence is stored. This is the Fire Giant's Kingdom, so tread warily. But get the Mead and give it to Hoenir in Asgard. He will persuade the Vanir to aid the Aesir.

Leave the Glittering Plains and go to the south to the Gjoll Bridge, where Modgud, a dark elf, will have to permit your passage. Then seek out Hela in the central room. Put on the Robe of Obscurity, or use the spell as soon as you see the purple glowing rod. Grab it and flee. If possible, use the Teleport spell to Asgaard.

### THE CONCLUSION

Do not give the Gjaller Horn to Heimdal before returning Thor's Hammer Head. Replace the Hymir Fish Line. Give the Rod of Subduing to Skimir, the Torc of Sight to the God Hodur. Destroy the Giant's Rage. Forge the Chains of Gleipnir with the seven items. Give the Star of Muspell to the Smith, Thjasse-Voland, and the Mead of Consequence to Hoenir. Save the game, give the Horn to Heimdal and watch the ending.

# ERIC THE UNREADY



## TYPE

*Animated adventure*

## DIFFICULTY

*Novice*

## SYSTEM

*IBM (Required: 640K, hard disk.*

*Recommended: Microsoft-compatible mouse.*

*Supports: SVGA, VGA, EGA; Sound Blaster, Ad Lib, Roland, RealSound)*

## COMPANY

*Legend Entertainment/Acolade*

**A**S ERRANT KNIGHT ERIC, YOU ARE THE CLUMSIEST, MOST ACCIDENT-PRONE ADVENTURER YET. LIKE CHEVY CHASE ON A QUEST, YOU ARE RENOWNED FOR SUCH HAPLESS "ACHIEVEMENTS" AS BURNING DOWN ULRIC'S HOUSE OF TORCHES WHILE SEEKING A FRESH LIGHT SOURCE. LITTLE WONDER THE OTHER KNIGHTS ARE OUTRAGED WHEN YOU ARE ASSIGNED THE QUEST OF RESCUING THE PRINCESS.

ERIC, BOB BATES' LONG-OVERDUE PARODY OF ADVENTURE GAMES, USES THE LEGEND INTERFACE AND GRAPHICS SYSTEM TO POKE FUN AT QUESTING IN GENERAL AND MANY CLASSIC GAMES IN PARTICULAR. IT IS A VERY LINEAR PROGRESSION OF PUZZLES THAT TAKES YOU TO THE NOT SO GREAT UNDERGROUND EMPIRE, PHANTASY ISLAND, MONKEY ISLAND AND OTHER MIRTH-FILLED PLACES AND SITUATIONS. GRAPHICS ARE NOW INTERACTIVE, SO YOU CAN CLICK

ON SOME PEOPLE AND THINGS TO INTERACT WITH THEM. ERIC IS A LOT OF FUN FOR ANY ADVENTURER WITH A SENSE OF HUMOR.

## THE SOLUTION

You must complete all the puzzles before reaching the end of the game, or you won't be able to finish the quest properly. Once you finish a day, you can't go back except by restoring a saved game. Also, while you get points for taking the newspaper only on the first day, you can find valuable clues by reading the newspaper you find later on.

### SATURDAY: KISSING THE PIG

In the barn, take vial, bottle and rope. In privy, take and read the newspaper. Tie rope to hook. Down. Give bottle to pig. Return to farmer. Kiss pig.

### SUNDAY: CLIMBING THE TOWER, LEAVING TOWN

When squire leaves, take helmet and card. Go to Union Hall and wait for Steward to speak. Go to armoury and give card to Giovanni (armor sizes are in the game package), getting cloak. Wear cloak and get packet from pocket. Go to pond and fill helmet. Enter House of Torches (getting torch).

### THE BEANSTALK AND EARMUFFS

Go to courtyard and plant bean (from packet). Water bean. Climb beanstalk (getting coin). Go to Feasting Hall and take kindling. Go to Ice Cream Shoppe and buy root beer float. Put kindling in fireplace. Light kindling (getting earmuffs). Go to Village Square, give coin to bard. Wear earmuffs. When bard finishes, he follows you to Feasting Hall. Up. Back downstairs, wait for Wizard to arrive (you are teleported to the Green). Take banana. Throw banana in pond.

### MONDAY: PITCHFORK OF DAMOCLES

At tree in path, pour beer on roots. West. Move branches. Open trapdoor. Down. Open mailbox. Take and read mail. Go to Fran's and exit (getting pickaxe). Open door of house with pickaxe. Move rug. Open trapdoor (getting key). Open case and get beard. Up. Move bones (getting license). In front of Publisher's Clearing House, wear beard. Kneel. South. Give mail to dwarf. Show license to dwarf (getting bungee cord). Outside Fran's remove beard, go southwest (getting 20 zorknids). Return to Fran's and buy starter rock.

### THE PITCHFORK AND HOLE IN CEILING

West from Fran's, win the slingshot. At ferris wheel, pull lever. Sit. Put rock in slingshot. Push green button. Shoot red button with slingshot. Stand. Take pitchfork. Attach cord to branches. Jump (getting headrest special). Go to bedroom in house, drop headrest special. Stand on headrest special. Move ceiling.

### TUESDAY: CRESCENT WRENCH OF ARMAGEDDON

In tavern, open book (getting acting coupon). Give coupon to waiter (getting menu). Order Mead Lite. At Castle, climb rungs. Take berries. Pour tort-ease on turtles. In stable, give mead

to oaf. Take branch. Go to top of castle, put branch in pot (making it a torch).

### THE LOCKED DOOR

At door by key, melt wax seal with torch. Take wax. Put wax on key (getting key mold). Go to tavern, give mold to man (getting key). Return to unlock door with key. Save, enter and repeat game show until you win wrench.

### WEDNESDAY: RAW STEAK OF ETERNITY

At fair, spit. In stockade, insult boy (getting apple) when he appears. Give apple to cook. Get apron. At shooting gallery, shoot until all three prizes are yours. At Fool's Pavilion, sit on whoopee cushion. At Pavilion of Tomorrow, take rubber band. Put band on snake. Lower shade. Tie cord to anteater. Take marble. Stand on floorboard. Take marble (getting chamberpot). Take leech. Wait in amphitheatre for Lily's show (getting note). Read note. North.

### THE JUGGLERS

Talk to Lily. Wait for juggling act in amphitheatre. Throw leech at jugglers. Take gloves. Wear gloves. Go to pole with boa and climb it (getting boa). Return boa to Lily (getting reed). Go to elf with shells. When musician appears, give reed to musician (getting glasses). Wear glasses. Play shell game (getting woodcuts). Give woodcuts to barker at shooting gallery. Leave gallery (with crossbow). Wear apron and fool's cap. Save.

### THE DRAGON

Go to dragon's cave. Shoot dragon with crossbow (shoot part of his body where he shot you last; if he hit your right leg with his last attack, shoot his right leg). Take dragon and steak.

### THURSDAY: CROWBAR OF THE APOCALYPSE

Get newspaper. Moon unicorn. Take leaf. Go to portico, take and wear robe. Read sign, ringing fourth bell. Inside, read newspaper to girl. Give hanky to girl (from robe, getting tears). Put leaf on handkerchief. Get chow (from handkerchief). In sanctuary, sit in vat. Wear ring. When girl arrives, stand up and remove ring. Give book to girl.

### MORTY'S OFFICE

When Molochi's mouth opens, enter it. In windy cave, exit (getting note). Go to lobby and give note to secretary. Give note to Morty in his office (getting token). Leave Morty's office as soon as secretary enters, taking costume in lobby. Exit building, take new note.

Repeat process with secretary, this time getting woad from lobby desk when she's gone. In lounge, read bulletin board until you get message about birthday cake. In lab, turn crank and take slimewig. In library, talk to librarian (getting list). Read list, choosing "Setting up Sodom/Gomorrah". Go to scriptorium and give book to attendant (getting copy of book). Give token to man in lounge (getting coin). Put coin in machine (getting nectar).

### THE EGG AND THE SLIMEWIG

At promontory, give nectar to man (again until he leaves). Get egg. In windy cave, call 1-800-DOMINUS. When delivery arrives, give cake to god. Pull tail on dragon. Light candles with dragon. Go to glade and take key. Go to Agora and read book. Wear costume and woad. Drop egg. Stand on egg. Eat slimewig. Turn around (twice). Squawk. Get off egg. Up. Unlock lock with key. Take crowbar.

**FRIDAY: BOLT CUTTERS OF DOOM**

Get on raft. Give berries to Zulu (takes you to Phantasy Island). Go to Mulligan's Island, wait for bottle to float by. Take bottle and umbrella. Take and read matchbook (in bottle). Connect the dots. Put matchbook in bottle and put bottle back in water. Wait for bottle to return (getting certificate). Go to Treasure Island. Knock on gate. Take test (getting rum and eyepatch).

**SECRETS OF MONKEY ISLAND**

Go to Monkey Island. Yoohoo (getting banana). Give banana to monkey. Take coconut. Go to Liliput. Put coconut on belt (shrinks it). Put umbrella on belt (shrinks it). Pull lever. Put dragon on belt (enlarges it). Go to iceberg (dragon melts it). On Addam's Island, go to playroom. Put coconut on guillotine. Go to Phantasy Island. Put umbrella and rum in coconut. Give coconut to Dadoo (getting cutters).

**SATURDAY: END GAME**

Move tar with pitchfork. Hit crow with crowbar. Put steak on eye. Cut bolt with bolt cutters. Take candygram. Turn moon with wrench. In turret, look in ball. Turn hourglass. Read book. Take eyeballs (in jar). Put eyeballs in skull. Hoot. Answer to mirror riddle: XVIII backwards.

In bedroom, take makeup and broom. Back in passageway, look in hole. Wait until 10:45. Put makeup on chain. Open window in bedroom. Sit on broom (until taken to crawlspace). Open trap door. Up. Wait until chandelier falls. Give candygram to witch. Take Lorealle. Out. Kiss Lorealle. Blow whistle. Sit on duck.

# EYE OF THE BEHOLDER III



## TYPE

*Fantasy role-playing*

## DIFFICULT

*Advanced*

## SYSTEM

*IBM (Required:*

*640K, 386/16+,*

*VGA, Microsoft-*  
*compatible mouse.*

*Supports: Sound*

*Blaster and Pro, Pro*

*Audio, Ad Lib,*

*Roland.*

*Recommended:*

*386/20+, 2 megs*

*for sound.*

## COMPANY

*SSI*

DESIGNED IN-HOUSE AT SSI RATHER THAN BY

WESTWOOD STUDIOS, *EYE OF THE BEHOLDER III*

INTRODUCES OUTDOOR LOCATIONS TO THE USUAL

DUNGEON SCENES. IT'S ALSO SUPPOSED TO BE 50%

BIGGER THAN *EYE II* AND FEATURES LARGER 3-D

GRAPHICS AND AN "ALL ATTACK" COMMAND THAT

MAKES COMBAT EASIER. SET IN THE TOWN OF

MYTH DRANNOR, IT CHALLENGES YOU TO RECOVER AN ARTIFACT OF

DIVINE POWER FROM A POWER-MAD LICHE. THE PUZZLES, BASED ON PRESSURE PLATES, KEYS

AND OTHER OBJECTS TO FIND AND FIGURE OUT, ARE AS TOUGH AS EVER, AND SO IS THE COM-

BAT. SSI DID AN EXCELLENT JOB WITH THE FINAL EYE, KEEPING THE INTERFACE ESSENTIALLY

INTACT AND IMPROVING THE GRAPHICS AND OTHER FEATURES. *EYE III* IS RECOMMENDED FOR

ANYONE WHO ENJOYS A GOOD FIGHT.



## THE SOLUTION

## GENERAL

Like previous *Eye of the Beholder* stories, this quest is filled with puzzles and traps. You should save the game at least every ten minutes — and always before you begin to solve a puzzle. After using a Copper Key, keep it if possible.

Mapping will be necessary, but these tips should make it easier: all levels are 32 x 32, except in a few cases where the east and west map sides are joined. These maps are 32 x 64; when you reach the edge of a map you can easily get oriented.

You must use spells such as True Seeing, Haste, Aid, Armor and Prayer. Indoors, always use True Seeing to expose illusionary walls. If you don't import characters from a previous *Eye*, create two fighters, one mage and one cleric. Put fighters in the front rank. Upgrade whenever you find better weapons and armor. You will need food until you can cast "Create Water and Food," a level three cleric spell. Keep at least one packet of food to solve a puzzle later in the quest.

Until you can cast "Heal," you must rest to regain Health Points. Push all buttons you locate, and pull all levers unless otherwise indicated. The term "SB" in this solution refers to a Secret Button. These are small squares in the southeast corner of wall panels. Push to open.

## BURIAL GLEN

Check your manual on how to cope with Grave Mists. If you have an axe, hack down all the trees you can here. If not, look around to find one; other magic items can also be found in the Glen. The entrance to Myth Drannor is in the map's northeast corner. When you have defoliated the entire Glen, look for the entrance to Warriors Tomb in the center of Glen. Enter from the west side, facing east.

## MAUSOLEUM

(You may skip this section if you wish, for it is not essential to the game.) This level has Sword Wraiths and undead animals; the Wraiths cannot be harmed by weapons less than + 2. Your primary objective is to locate and pull four Major Levers beyond the Four Doors.

When you enter, you are facing east. Close all open coffin drawers you find.

Do not take any of the western passages (if you insist, save first: walls will close around you and can be cleared only once by using Prayer.) Instead, go north and circle around to the end of the hallway where a sign reads: "Pray for the Dead." Just south of here is a small room where you will find two sets of rations, a Scroll of Raise Dead and a Potion of Healing.

The door that has an ankh-shaped lock requires a Holy Key. Seek out the smallest room you have seen (in the northwest corner of the map) and drop down into the pit. You enter a room with a Fireball trap; time the Fireballs, go to the north wall and pull the bone lever down. This shuts off the Fireballs and gives you a Holy Key; it also turns on a teleportal that ships you off to a hallway south of the room with the pit in it.

## FOUR LEVERS

The following sections denote each door's direction from the entrance.

Southwest door: walk around until you locate five pressure plates in a line down a hall. Drop unneeded items on plates 2, 3 and 5. (Just past this hallway on a wall facing east is a button; it opens a room with a Holy Key and a cursed sword. Take the key, go back and proceed north to the Secret Button (SB). Open, enter, get Holy Key. West and north to a door. Unlock with key, enter. Go north and east to SB. Enter. Pull lever #1.

Northwest door: go due north, then west, then south, then west to door. Get key, unlock door, enter. Proceed to end, press SB, enter. Pull lever #2.

Northeast door: go north, east, north, east to end. When you reach a pressure plate, use the potion of Giant Strength (found in this area). Face away from the plate and back on to the plate, then side-step to lever and toggle it. Before the second door, face south and look for SB. Push, enter, pull lever. (You will need a Potion of Giant Strength, Gauntlets of Giant Strength, or the Thieves Tools to move this lever, which is stuck.) This turns off the two teleportal units north of you.

As you go north, you will encounter an Undead Beast: kill it for a Holy Key. Just south of you is a room with a Raise Dead Scroll, Potion of Healing and some rations. In another south passage is a Wand of Wall of Force; in another passage is a scroll, but don't take this, or it will explode. Continue west. Go north, unlock door, west to SB. Push, enter. Pull lever #3.

Go east, then north to a room with three levers. Throw the lever on the south wall, go through hole in north wall and throw the east lever. Enter hole on north wall again and move east and west to up position. This allows you access to another lever. Move that lever to the down position and keep it there no matter what. Except for the last one, replace all levers to their starting position. Place lever on south wall to down position. Go north and move west lever down. Go through new hole, then move east and west levers down. One new lever appears on the north wall; move it to the down position and keep it there no matter what. Replace all but the last lever in original positions.

Now move east and west levers. The four outside levers must be in the up position, and the two inside in the down position. This opens a passage in the north wall. Find a button on the north wall of the next room. Get key.

### MAUSOLEUM: LEVEL TWO

As you go east, you will encounter two sets of stairs descending to the second level. Use the northern set. Shadows and Wights are on this level. If you need an additional character, rest as soon as you get here. Let Isham, a level 8/8 Fighter Thief, join.

### FFLAR

Explore the area and look for SB near Skull Door in northwest corner. Push and get Red Orb. Go to southwest area, up stairs, and look for SB to south. Push plaque, get key. Unlock next door. South and west to SB. Get Name Plate. Go north, east and south to the moving pits (you will see a sign on the wall). Walk forward, step back, walk forward to FFlar and talk to him. Give him the Name Plate. He will give you the Medallion of Friendship.

### ROD OF RESTORATION

Return to the Main Level and head into the south area, where there are lots of SBs. Proceed to the room with a pressure plate. Stand on it to open wall to the west. Enter and get Rod Fragment. Exit to the plate.

North and south of the visible plate are two invisible plates. Drop an object on the north plate to open the wall in the northwest corner. Enter and get the second Rod Fragment. Exit to plate. Put item on south plate. Enter southwest area and get third Fragment.

Return to the north area. The southwest passage also has a Scroll of Fireball and rations; the western passage has a similar scroll, a Potion of Giant Strength and rations; the northwestern passage holds a room with a Cure Serious Wounds scroll and a Trident +3. Go to the west-central part of north area and locate a Monolith. Put Orb and three Fragments on Monolith. Go east to plaque and read. Return to Monolith. Get Rod of Restoration. Use it on your Party if their levels were lowered during combat. Exit Tomb.

### FOREST TRAIL

Go to the northeast corner and through the gate. Use the Medallion to destroy trees. East. Note opening to north. An Everburning Torch, which looks like a branch of a tree or club, is north of here; it functions just like the Medallion. Go east, north, east to thorn bushes. Enter center bush.

Chop your way east, then go south at the first opening. Follow trail to a clearing to the east. When you try to exit, the path to the west is now blocked. Face north. Cut a path north, north, east, north, east to new trail. Continue to follow trail to the south and east until you encounter the Sage. He will test you. Have your fighter choose The Derring Deed book. Go east, north, east to enter Myth Drannor. On your way, you will meet Delmair, who is seeking his father's sword. Let him join, as he is an 11th level Ranger and a good fighter.

### GUILD HALL QUARTER RUINS

There are two levels to the ruins, but you can't tell when you leave one and enter the other; for mapping, use 64 X 32 squares. Chimeras and Hags are in this area, which is a buffer between the Mages Guild and the Temple of Lathander. You can enter the Mages Guild in the northeastern side of the west map. Nothing you find here is essential.

However, you can find Scrolls of Water Breathing, Slow and Remove Curse in one of the rooms on the west side of the ruins. You will also meet Father Jon, a Cleric/Mage level 10/10. Let him join, and dismiss a dead member, or Isharn if you have another Thief.

Cast Dispel Magic on the blue curtain to reveal Scrolls of Hold Person, Protection from Paralysis and Hold Undead, and a Crystal Key. This key opens a door to the east map.

On the east side in one room on a shelf is a Diamond and Scrolls of True Seeing, Mordenkainen's Sword, Finger of Death, Acid Storm, Neutralize Poison, Prayer and the Power Word, Stun. Get the Diamond. In a room in the north side of the eastern map is a Wand of Fear and a Polearm +3. Get the Wand.

### BEYOND LOCKED DOOR

When you find the sign "Ice, Coveted Ice," place the Diamond on the shelf next to it. You will be teleported to a room with a sign "Do you fear for your child?". Place the Wand of Fear on the shelf, and you will be teleported to a room with three Wands of Cone of Cold. Behind the curtain are two Necklaces of Fireball and Bracers of Protection +2. The portal takes you back to where you used the Diamond. From here, enter Guild Level One.

### MYTH DRANNOR

Go east to the wall, then south to the first opening to the east. Go east along wall to the last gate on the north wall. Go north to northeast corner of Myth Drannor, then east to Mages Guild.

### MAGES GUILD

The Mages Guild requires you to obtain an artifact from Acwellan the Liche, an undead Elf. The Guild entrance is a room with three teleportals. Enter the north one. In the north there is only one button; push it to open a door on the area's east side. Behind the door are two books, a book on Seasons and one on Trobriand. Read them, then return to the entrance.

Take the south Teleportal to the southern part of the map. This area has a number of fake doors that look like walls: click on the doors, and they disappear. Walk through a fake wall on

the east side of the area. Do not leave this area without having the Ring of Trobriand. To get it, use the east teleportal (from entrance) to reach the rest of the area. Watch for fake walls. Go upstairs and follow hallway to stairs up. Look for a nook with two buttons facing each other; press both buttons and enter area across hall that has opened up. The ring is in this secret room.

Return to the teleport and the entry point. To exit this level, use a teleport to reach entrance.

#### FOUR SEASONS

Take the south teleportal, go east through the door, then south. Watch for Illusion wall on east side; enter the Four Seasons room. Pick any Season and enter the teleport. Match the Season with the correct painting and enter that teleport. Repeat with the three remaining Seasons. You will be teleported to Mages level two.

Go north, and Bug will join your party if you need him (check and keep the best character). Go east, north and west to the niche with the sign: "The way is revealed with the Lure of the Beast." Put the Ring of Trobriand in niche. The shelf and wall in it will disappear and open into a hallway.

#### GRATES TO LEVEL THREE

Work your way east and south until you locate a grate in the floor. Pull all the ropes you encounter to unlock Gates. Run west to the button and push it twice. Go to the southwest corner. Go north past the sentries to the rope. Kill sentries, then recover your items and reequip everyone. Pull rope. Go down stairs. You are now on Guild Level Three.

#### MAGES GUILD LEVEL THREE

Keys, Earth Elementals and Weirds are found here. Elementals are tough, so rest as often as possible. Return to the previous level if you can't find a safe place. Keep all your defensive spells ready; Prayer, Aid, Haste, Improved Invisibility and True Sight are also essential.

Get the Grappling Hook at the bottom of stairs. The goal is to open three locks with three different keys. Take Blue and Red gems from the niches. Have your Mage hold the Blue Gem, and it will turn off the eastern teleportals. Use the Red Gem to turn off the western teleportal. Continue east to the button. This is a four-cycle button. Push it once to open the area south and north. Push it again to open area to the east, and so on.

Search as you progress through this area, and you will find Sword+3 and Ring in the room where you encounter a Fireball. Also look for Scrolls of Meteor Swarm, Bigby's Clinched Fist and Horrid Wilting on the floor of the passageway that shoots just one Fireball.

When you encounter a grate, a spike and a button, throw a rock at the button to open the gate to the east. Go east to the northeast corner and get Silver Key. Go north to the northeast corner; on the way you will find an Emerald. Then get the Brass Key. Go north and west to Spike's Room. Pull rope. Go west, south, west through opening. Go south around the column and get the Copper Key. Continue to northwest corner, for you must place two emeralds on the outer shelves; the Crystal Key will then materialize on the middle shelf. You will find the second emerald east of this room. Return to where you entered. Go east to locked grate. Unlock with keys. Use Grappling Hook on grate. Enter. (Keep the four keys.)

#### GUILD LEVEL FOUR: UNDERWATER

The goal is to find a grate back up to Level Three. It is near the center of the map, but you will cover the entire 32 X 32 squares to get to it. Have at least two Mages with several Water Breathing Spells ready.

Cast Water Breathing. Work your way south and move the lever down. It will force water out of the other two valves. Search for a yellow gem. There is a valve that pushes the party into a hall and stops them from leaving. On a south wall is a button hidden by bubbles; push it to remove a wall. A new button is revealed, and pushing it enables you to escape. Go south and get the Stone Key.

In the center of the area you will find an empty niche. Just south of this (through a large anti-magic area) is a Crimson Key. Save the game. Put Stone Key in the niche to open the door. At this point you are in a dead-magic zone. Everyone in the party will be suffocating, but will not be damaged if they stand still. The goal is to get a Copper Key in the northwest area, then go to the western door to an area where you can use magic. The Crimson Key is due east of the second door. Once you are past the second door and can cast Water Breathing you are then able to rest and get hit points back.

Due south of the second door is a door that requires the Copper Key. Go east, north, east, south, east to button and push. Return to door. Unlock and enter. Go south, west and south to Valve. Face east and cast Wall spell. Go east and south to the niche. Insert Red gem. Go east through door. At the next door, push Secret Button. Enter door. Put Crimson Key in niche. Enter door and go up grate.

### GUILD LEVEL THREE: SCALES

You appear in a room with a wall that follows you and forces you to go in a clockwise pattern. Push the button in the southwest corner to open the wall to the north. To shut off the acid arrow, use the Crystal, Copper, Silver and Brass Keys in keyholes to open the wall to the east. Fight the Earth Elementals (a major battle that may take days) and make your way east, south, east, south, east through gate. Close gate. Walk around the Square Room and take all the Rings of Protection. Go to the Scales.

To solve the puzzle, take the eight Rings of Protection and put (+) and (-) 2 rings in the left niche. Put all the other Rings in the right niche; each side will add up to 0, and you will be teleported to Acwellan the Liche. Kill him. You will be teleported near to the Temple of Lathander. An earthquake has occurred. Go three steps north, then east to the Temple.

### TEMPLE OF LATHANDER

The goal is to remove three Unholy Symbols from several altars and replace them with three Holy Symbols. This will lift the curse, allowing you to go to level two. If you go downstairs before doing so, the game ends and you must restore a saved game.

There are four bare altars. Go to the southwest altar and put a Sword on it. A wall west of the fountain opens. Enter and take the Incense and Golden Cup. Go to the southeast altar and put food on it. The wall opens east of the fountain. Enter. Get Spout and Arm. Put the Arm on the Statue. If the party touches the whole statue of Lathander, it will be healed. When you replace the spout on the fountain, you will gain Neutralize Poison and Prayer spells by clicking on the fountain.

Go to the northwest altar and put the Golden Cup on it. This opens the wall to west of the door in the north wall. Enter. Push button on the northwest wall. Get Fire Key. Go down stairs on north side. Close all coffin drawers. Get Holy Symbol. Go down the south stairs. Put weights on each pressure plate. (If you use shields as weights, it also turns off the Fireballs.) Get Holy Symbol from niche.

Go to the northeast altar and put incense in the Wall Censer, opening the wall east of the door. Enter and go down north stairs. Put incense in two Wall Censers. Go to center. Tabitha will appear and join your party. Get Holy Symbol. Exit to Door. Go north to the three altars with black symbols. Replace the black symbols with three Holy Symbols. Return to the stairs you passed and go up.

**LEVEL TWO**

Going north or south will spin you around. Turn around and continue in desired direction. There is a secret door on the south side of the room where you start this level. On the wall opposite this door is a button that opens the door. Enter and get the Frost Key from the shelf. You will enter a room full of Illusionary walls and teleportals that will turn you around and transport you; keep your heading east, and you will come to another door. Use the Frost Key.

Open the door and you will find another door that uses a Gold Key. In the northeast section downstairs, on level two starting at entry point, there is a false door on the north wall of a room with two pressure plates. Weight down the two pressure plates with items, which opens the door, then pull the lever and the door will remain open. Get the Gold Key. Use the Gold Key and get Morning Light, then head the steps to the third level.

**LEVEL THREE: COPPER KEYS**

The goal is to get four Copper Keys and get to level four. Go west to the door, then west and north to a dead end. Enter the Illusionary wall on the west side and get the Copper Key. Exit and head west to the stairs up. Do not go up the stairs. Go east two steps, then south and east to the end. Get Copper Key. Work your way to the southwest corner of this area. You must pull a lever to open the door to the west and get the Ember of Hope. Go to the south door and unlock it with a Copper Key. Enter and put the Ember of Hope in Beacon. Exit and go north to the T-shaped Junction.

Go east and west and pick up four Cups. Place these in the four niches to open up the Feast Room in the center. Enter and get the Ember of Hope. Go to the east door, unlock it with the Copper Key, enter, and place the Ember of Hope in Beacon. Now go to the northeast area and get the Copper Key and two Embers of Hope. Move to the north door, unlock it with a Copper Key, and use Ember of Hope. Head for the west door, but enter the door to the south before you reach it. Get Copper Key. Go to the west door, and the Copper Key and Ember of Hope. Exit.

Go north to the altar. Get Key of Faith. In the northwest area is a door that closes when the pressure plate is depressed; throw a rock across the plate into room, and the door will remain open. Throw the Key of Faith into the teleportal, and it will change color. Enter the teleportal and arrive on Level Four.

**LEVEL FOUR: THREE DOORS**

Here the goal is to find and destroy the Dark Lord's Avatar, who is in the locked Throne room. In the area with three doors, cast Dispel Magic on any door, and all three will open. Enter the north door and kill the monsters. The west door has a Lightning Bolt trap. From the doorway, take three quick steps forward. Stop, pick up the Crystal Key, wait for the next Bolt, then take two quick steps forward, and you'll be past the trap. When you find a coin on the floor, put it on the fountain south of the first room on this level. A Crystal Key will appear.

Unlock the Double Doors with a Crystal Key. Go west to the door, enter and get the Sun Mask. (Note the Basins in this area.) If you try to enter the locked door in the northwest corner, you are pushed out: you need Lathander's blessing to enter and get the Staff of Life. To get the Blessing, click on the Basin. Now get the Staff of Life. Go west to the end, then south to the southeast corner with a door. Unlock it with a Crystal Key and enter.

Put the Staff of Life on the Black Shadow on the wall. This kills the Shadow of Death and opens a wall in the room where you received Lathander's blessing. Behind the wall is a door with a dark circle in the middle. Save the game, then use all of your defensive spells on the party. Put the Sun Mask on the shield on the door. Enter and use the teleportal to reach to the

Dark Gods Avatar, Kill the Avatar.





# FREDDY PHARKAS: FRONTIER PHARMACIST

## TYPE

*Animated adventure*

## DIFFICULTY

*Advanced*

## SYSTEM

MSDOS (Required:  
640K, 286/12MHz  
+, 256-color VGA  
or 16 color EGA,  
hard drive with  
8.2MB;

Recommended:  
33MHz 386+ and  
mouse. Supports:  
mouse and joystick;  
Thunderboard, Pro  
Audio, Ad Lib,  
Sound Blaster,  
Roland, Sound  
Source)

## PLANNED CONVERSIONS

*Color Mac*

## COMPANY

*Sierra, Inc.*

FROM THE WACKED OUT MIND OF AL LOWE, CREATOR OF THE LEISURE SUIT LARRY SERIES, FREDDY PHARKAS IS THE BLAZING SADDLES OF ADVENTURE GAMES. IT'S SET IN THE OLD WEST TOWN OF COARSEGOLD, CALIFORNIA, IN THE DAYS AFTER THE GOLD RUSH HAS DIED DOWN. AS FREDDY, YOU PLAY A GUNSLINGER WHO HAS HUNG UP HIS GUNS AND OPENED A PHARMACY. THE SHERIFF, HOWEVER, PROMPTLY SHUTS YOU DOWN ON SOME TECHNICALITY, AS HE HAS DONE TO OTHER BUSINESSES, AND A SERIES OF BIZARRE DISASTERS — FROM A HERD OF STAMPEDING ESCARGOT TO FLATULENT HORSES WHOSE GAS IS DEADLY — THREATENS TO RUN THE ENTIRE POPULATION OUT OF TOWN. THE STORY UNFOLDS IN FOUR ACTS, CULMINATING IN A SHOWDOWN WITH KENNY THE KID AND THE UNMASKING OF THE BIG BOSS AND THE REASON HE IS SCHEMING TO TAKE OVER



THE TOWN. WHILE THE COPY PROTECTION-ORIENTED PUZZLES ARE TOO NUMEROUS AND SLOW DOWN THE GAME, *FREDDY PHARKAS* IS LOWE'S BEST GAME EVER IN TERMS OF PLOT, CHARACTERS AND HUMOR.

## THE SOLUTION

### ACT I

#### PENELOPE PRIMM'S PRESCRIPTION

Go to pharmacy. Use key (inventory) on front door. Enter. Go behind counter (Primm enters). Examine prescription (she gives you). Use back door. Use workbench. Follow doc instructions for making pepticlymacine tetrazole (tyloxpolyimide substitute). Measure proper dosage into graduated cylinder. Use cylinder on medicine bottle. Put cork in bottle. Give bottle to Penelope.

#### MS. BACK'S PRESCRIPTION

Examine prescription (Ms. Back gives you). Follow doc instructions for making quino-trazate. Use cylinder for measuring ml's, and spatula for grams. After stirring, use full beaker on pill machine. Use medicine bottle on pill machine until mixture is gone. Use cork on bottle. Give bottle to Ms. Back.

#### MADAME'S PRESCRIPTION

Examine prescription (Madame gives you). Go to saloon. Talk to Doc. Take Doc's whisky glass. Use glass on prescription (reading it). Show prescription to Doc (he changes it). Return to pharmacy. Follow doc instructions for making estrosterane. Put mixture in mortar and grind it up. Use spatula on mixture, placing each dose on individual medicinal paper's. Put each paper in prescription box. Give box to Madame.

#### SMITHIES' PRESCRIPTION

Get box of Preparation G from top shelf on left island. Give box to Smithie (gives you cash).

### ACT II

#### FLATULENT HORSES

Go to mercantile company. Take paper sack from counter. Go to mom's cafe. Take empty bean can from shelf. Go to blacksmith's. Take rope, leather strap and hunk of charcoal from fire pit. Go through back door of saloon. Behind saloon, take ice pick from barrel and elixir from wagon. Use pick on can. Put charcoal in can. Attach strap to can. Use makeshift gas mask on self. Go to any horse and use bag on horse (capturing gas in bag). Return to pharmacy and use elixir on alcohol lamp. Use matches on lamp. Put spectrum scope in front of lamp. Use bag on spectroscope (match spectra with those in docs). Extinguish lamp. Follow directions in docu-

mentation to prepare the medicine indicated by the spectra. Use resulting deflatulizer on horse troughs.

### SNAIL STAMPEDE

Go to saloon. Give cash to bartender (gives you beer bottles). Go to church entrance. Open door. Examine door. Take church key. Go to far side of bridge (slugs in distance). Use church key on beer bottles. Pour beer on railroad ties.

### SRINI AND THE ANT HILL

Talk to Indian on anthill. Go to playground and take ladder from slide. Return to Srimi and put ladder on anthill.

### STANDING IN LINE

Go to water tower. Turn faucet on. Use bottles on faucet. Turn faucet off. Drink bottle of water. Return to pharmacy and make bisalicylate antioxidene. Retrieve ladder from anthill. Use ladder on base of water tower. Climb ladder. Take ladder. Use ladder on upper part of tower. Climb ladder. Use rope (making lasso). Lasso pipe on top of tower. Climb rope (click on it with hand icon). Open hatch. Pour mixture in hole in hatch.

### FIRE IN THE HOLE!

Take pile of baking soda on pharmacy's porch. Put baking soda on right side of seesaw in front of school. Get on swing. Save game. Click on swing three times (timing must be right, or he won't be going high enough). As Freddy swings forward, click on school roof (Freddy flies onto roof). Jump onto left side of seesaw.

### LATE NIGHT VISIT TO MADAME'S

Go to Madame's house. Take cards from table. Talk to girls. Madame will enter after a bit.

## ACT III

### GET YOUR GUN

Open nightstand drawer. Look in it. Take key. Downstairs. Use key on desktop. Open desktop. Unlock desktop drawer. Open drawer. Take and read letter. In street, take horse manure. Go to mom's cafe. Take free coffee. Drop horse manure on floor. Go behind saloon and take pie from window.

Go to cemetery. Take shovel. Examine gravestone by new grave. Use shovel on grave. Enter grave (getting key) by clicking on grave with hand icon. Refill grave. Go to bank. Give safe deposit key to clerk. Open box. Move neckerchief. Take guns. Take neckerchief. Go to sheriff's office. Give coffee to sheriff (getting bullets). Give pie to sheriff (getting cleaning kit). Use cleaning kit on guns. Use bullets on guns. Go to corner of town north of bank and south of cemetery. Talk to Srimi. Put empty bottles on fencepost. Shoot bottles and then the hands Srimi holds up.

### FINDING A DISGUISE

Take clay from fresh gravestone. Take wax from candles in church. Go to mercantile shop. Show clay to Willy. Go to pharmacy. Take medallion from wall. Go to bedroom. Open chest.

Look in chest. Take clothes. Open dresser drawer. Take claim check. Go to barber shop. Give claim ticket to barber (getting boots). Give French postcards to barber (getting nitrous oxide).

Return to mercantile. Take Willy's knife. Use knife on wax. Use clay on wax mold. Return to pharmacy workbench. Light lamp. Put mold over flame (melts wax). Put medallion in crucible. Put crucible over flame. Put crucible on counter. Put mold on crucible (putting metal into mold). Click hand icon on mold to remove clay from mold (getting ear). Extinguish flame. Exit workbench. Wear ear.

## ACT IV

### THE GAMBLER

Go to saloon. Examine gambler in black. Watch hand appear beneath his cards. Grab hand when it reappears. Talk to Ace (three times). Get gun, shoot bar's footrail (ricochets and brings chandelier down on Ace).

### ROWDY COWBOYS AND THE LEVER BROTHERS

Go out back door of saloon and up steps to the left. Put nitrous oxide on handrail (if you don't have it, go to water tower and enter back door of barber shop, then give him the French postcards). Go to gazebo, via the cemetery next to Madame's house. Shoot nitrous oxide. Upon reentering town you are ambushed by Lever Brothers. Shoot Levers, vultures and snails in arcade sequence.

### KENNY THE KID

Shoot Kenny's gun in showdown (you lose another ear). You cannot avoid getting shot. Take neckerchief from neck. Use neckerchief on ear (stops bleeding).

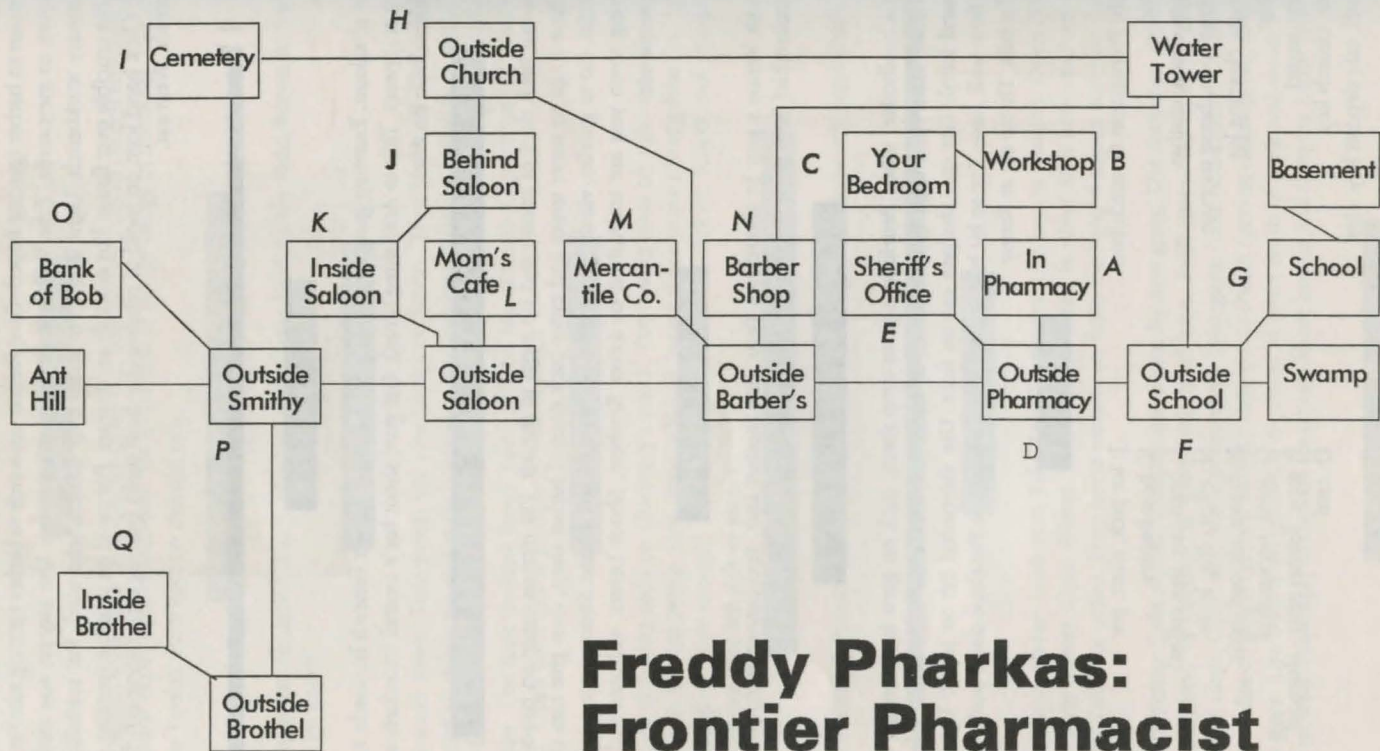
### PENELOPE AND THE KID

In schoolhouse, when Penelope says to drop them, click on guns in inventory (dropping them). Take slate from desk (blocks shot). In basement, rock chair until it falls over (click it with hand icon). Get ear. Sharpen ear on floor. Use sharpened ear on ropes. Upstairs, take sword from wall. Save. Try to hit high or low at the same time Penelope does, pushing her back until she falls. Throw ear at Kenny.

### MAP KEY

A: cash, Preparation G, medallion  
 B: letter  
 C: claim check, clothes  
 D: baking soda, horse manure  
 E: bullets, cleaning kit  
 F: ladder  
 G: slate, sword  
 H: wax, church key  
 I: shovel, safe deposit key, clay

J: ice pick, elixir, pie  
 K: beer bottles  
 L: bean can, free coffee  
 M: empty bag, knife  
 N: boots, nitrous oxide  
 O: guns, neckerchief  
 P: rope, leather strap, charcoal  
 Q: card



# Freddy Pharkas: Frontier Pharmacist

# GOBLIINS 2



## TYPE

*Oddball adventure*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (Required: 640K, 286/10+, VGA, hard disk and mouse required.*

*Supports: Pro*

*Audio,*

*Thunderboard,*

*Sound Blaster, Ad Lib)*

## COMPANY

*Coktel*

*Vision/Sierra, Inc.*

**R**ATHER THAN MAKE THIS A PURE SEQUEL, COKTEL VISION CREATED A WHOLLY NEW GAME THAT IS EVEN MORE FUN THAN *GOBLIINS*. THIS TIME YOU CONTROL THE ACTIONS OF TWO GOBLINS, WINKLE AND FINGUS, WHO MUST RESCUE KING ANGOULAFRE'S SON FROM A DEMON. AS IN THE FIRST GAME, EACH GOBLIN HAS DIFFERENT TALENTS THAT ARE USED IN CONJUNCTION IN ORDER TO SOLVE PUZZLES.

THE ALL-ICON INTERFACE SIMPLIFIES THE TASK OF MANIPULATING OBJECTS, WHICH IS THE BASIS OF MOST OF THE PUZZLES (MAGIC PLAYS A PART IN A FEW.) SEVEN EPISODES COMPRISE THE STORY, AND EACH HAS SEVERAL SCENES. UNLIKE *GOBLIINS*, YOU CAN MOVE BACK AND FORTH BETWEEN MOST OF THESE SCENES. THE CARTOON-STYLE GRAPHICS WILL BE FAMILIAR TO THOSE WHO PLAYED THE FIRST GAME, BUT THERE IS A LOT MORE DETAIL, BETTER MUSIC AND SHARPER

SOUND EFFECTS. WHILE THIS GAME IS A LOT OF FUN, IT ALSO DEMANDS A BIT MORE DEXTERITY THAN TYPICAL ANIMATED ADVENTURES.

## THE SOLUTION

### GENERAL

Certain sequences require exact positioning with Winkle and Fingus working in tandem to achieve it. These may require several attempts.

## EPISODE ONE

### VILLAGE/FOUNTAIN

Have Winkle distract old men and Fingus get bottle. East to fountain. Have Fingus use fountain, Winkle use bottle on water. Have Winkle use bottle on toad, get stone. Return to village. Have Fingus use bottle on flowers, get and give to notable. Have Winkle stand on platform (looks like a welcome mat), Fingus press switch, Winkle get sausage. East to fountain. Have Fingus use stone on mechanism on roof. Have Fingus use rung and Winkle climb up to roof, have Fingus pull doorbell and talk to wizard. Winkle enter the chimney.

### TAZAAR'S HOUSE

Have Winkle pull tiger's tail while Fingus reaches in mouth to get matches. Have Fingus use bottle on kettle, then use match on kettle, wait. Have Winkle blow out flame, Fingus get spring key on wall behind kettle. Have Winkle use key on clock, Fingus use clock, Winkle throw stone at big key, get big key. Exit house. Unlock cellar with key and get wine.

### GIANT

Have Winkle grab chicken, Fingus hit with sausage, get egg. Have Fingus put sausage in pothole to distract dog, have Winkle walk past dog. Have Winkle climb in hole in tree to exit through burrow. Have Winkle and Fingus enter burrow. Have Fingus use matches on woodpile, put egg on fire, give sausage and wine to Giant. Exit west.

## EPISODE TWO

### THE TRENCH

Have Fingus enter tower, then get bomb, have Winkle light fuse. Guard explodes. Have Winkle enter tower. Fingus get bomb, Winkle light fuse. Have Fingus enter tower, Winkle get bomb, Fingus light fuse. Walk on carpet, talk to Soka.

### NYMPH

Have Winkle use bottle on nymph, give tree a drink and climb onto tree's hand. Put Fingus

on rock under branch, have Winkle knock down flower, Fingus catch it. Have Fingus use flower on stone, use Fingus on stone, get honey. Put Fingus on big rock to the left of stone, use Winkle on stone, put Fingus on bee's back. When Fingus flies near nymph, give honey to nymph. Get the mushroom that is pointed to by nymph. Have Winkle knock on Vivalzart's door and show him the mushroom. Enter house.

### VIVALZART

Have Winkle put mushroom in machine and Fingus activate it. Have Winkle get worm from jar. Place Fingus on trapdoor under vulture. Activate shelf button with Winkle. When Fingus is hanging in air, have Winkle throw worm to vulture. Have Fingus get meat, give to piranha, get bone. Place Winkle on trash can, have Fingus give bone to Vivalzart. Have Winkle get Kind Elixir and clothes pin. Use bottle on container and give each of the Goblins a drink.

### MUSICIANS

Have Winkle put hand in headlight, get drumstick. Have Winkle put drumstick on stocking cap, making a net. Activate spring with Fingus while Winkle puts hand on headlight, get bicycle pump. Have Winkle stand on spring, then have Fingus activate spring to open door on left. Enter door.

Use clothes pin on base of hose. Winkle go through bottom right hole and Fingus talk to guitarist. Capture the note with the net. Have Winkle use pump on saxophone player, have Fingus catch mosquito with net. Have Fingus use pump on sax player, Winkle catch note with net. Have Winkle use mosquito on headlight, Fingus catch last note to form a melody. Scene will change automatically.

Tom's house is in the upper right corner. Use stone on ball, and a boy will come out and get the ball, then go into another house. Put Winkle outside that house, Fingus outside the house under Tom's. Move both goblins into houses that they are next to (Winkle first) and that will give you the ball. Give ball to player, put Winkle under basket, and when ball is bouncing on basket, activate Winkle on basket. Ball will then fly into Mayor's window and he will tell you how to talk to Tom.

Go talk to Tom. Use melody on bottom left door. The melody will enter the clock. Go see Tom, and he will give you the hourglass. Use hourglass on trench to enter Castle.

## EPISODE THREE

### GUARD ROOM

Get mayonnaise and put near Gromelon. Put Fingus on shelf and jump on mayo. Have Winkle pick up sword, then go talk to Rustik. When Stalopicus' mouth is open, have Fingus get the gum. Use gum on cupboard to take an imprint. Get mayonnaise.

### FOUNDRY

Give blacksmith the imprint and the sword. Have Winkle use stool on Otto and when he shakes his lance, have Fingus hang on it. Have Fingus jump on bellows. Take key. Have Winkle use mayo on Focus. While meat is lowered, have Fingus use stool on meat to get a piece. Take anvil. Return to Guard Room and have Fingus use meat on Amidal, get teeth. Use key on cupboard. Have each Goblin get a diving suit.

## THE WELL

Save game. Have Winkle enter tunnel, then have Winkle enter well and lift hatchet. Have Fingus press switch. Have Fingus enter tunnel, Winkle enter monster's door. While Schwarzzy is stunned, have Fingus use stool on hoist. Have Winkle use false teeth on Schwarzzy, then throw anvil at Schwarzzy. Use diving suits and go down into well.

## EPISODE FOUR

## SHIPWRECK

Have Winkle go on lower deck and through door. Have Fingus light lamp with Winkle on top of mast to catch fish. Use lamp fish on ??? zone (in the upper right corner). Exit room to east.

## SEA HORSE

Have Fingus go through hole on right. Winkle activate shell, have Fingus catch it. Have Winkle go through hole on right, Fingus use stool on sea horse to go up. Have Fingus activate cavity, Winkle drop shell on gloved hand that appears. Have Winkle get shell and glove. Return west.

## BIG SHELL

Put Fingus on big shell, Winkle light lamp. When eel appears, activate rudder. Have Winkle use starfish (from glove) on chest. While chest is open, have Fingus activate the statue, get sword. Use sword on skull, get diamond. Return east.

## MERMAID

Use glove on blob, Fingus grasp bottle, get parchment, Winkle grasp bottle, get pearl. Give pearl and diamond to Mermaid. Have Fingus use parchment on octopus. Get glove and stool. Exit north.

## EPISODE FIVE

## STOREROOM

Have Fingus touch swordfish, Winkle get salt. Have Fingus lift pot cover, Winkle pour salt on little guy inside. Winkle take file in small pot. While Fingus is holding rope on right, have Winkle pull rope on left. Have Fingus use file on chain. Get thumbtack. Have Winkle salt meatballs. Move Winkle to upper shelf. When cook is lifted, Fingus put thumbtack on case. Have Winkle use Kind Elixir on meatball that flies up. West.

## THRONE ROOM

Have Winkle use stool on cornice, Fingus climb up using Winkle's hands. Have Fingus press switch, Winkle go through hole that opens in bottom right eye. Walk Winkle into ear and have Fingus activate tongue to get crown. Fingus into ear, Winkle activate tongue to produce a cockroach. Use Winkle on left orifice, Fingus on right hole with glove. Put cockroach in right



hole and pour Kind Elixir on it. Make another cockroach and get it. Have goblins go to left side of room. Exit west.

### ARMOR ROOM

Get feather from armor, and dip in paint pot, put roach in hole, paint roach, put pepper on it, pour Kind Elixir on it. Click on stone, click on Helmet, talk to King, give him the crown. East. Rescue Buffoon. West. Put Buffoon at shrinking machine and put Goblins under it one at a time.

### SHRUNK

Have Fingus use handle while Winkle uses point of letter opener to move it. Repeat. Have Fingus get bookmark, use it on candle. Have Winkle get match and use on eye. Click Buffoon on eye. Have Fingus get shard of glass and use on ray of light, get wax and use on seal. Use imprint on keyhole, pick up seed, use it on the Village on the map. Put Buffoon and Goblins on plant.

## EPISODE SIX

### TREE SCENE

Have Winkle go through hole. Get bean. Click on stone, have Winkle use bean on mole, have Fingus get cap. Have Winkle use matches on apples, Fingus use cap on bouncing apple. Have Winkle use apple on hole. Have both Goblins eat mushrooms that Buffoon eats.

### BOWLING/BUBBLES

Have Fingus use bowling pins, put Winkle on right star, Winkle get bowling ball. Have Winkle put ball on lid and stand on lid. Have Fingus activate bottom flagstone. Catch another ball, and put it on lid. Put Winkle on catapult, Fingus activate bottom flagstone. Use Winkle on feeler, then jump on bubble. Have Fingus activate flagstone, Winkle get safety pin.

Get another ball. Put ball on lid and Winkle on catapult. Have Fingus use flagstone. Put Fingus on flagstone at end of rainbow. Have Winkle activate top flagstone. Have Winkle activate switch. While Buffoon is in bubble maker's circle, have Fingus use feeler. Have Winkle use pin on bubble.

Scene changes to Tree Scene. Put Buffoon on catapult, then press button. When key comes out of statue's eye, activate catapult with other Goblin. Exit at rear of scene. Save game.

### STONES

Have one Goblin lift stone. Put other Goblin on upper platform just above him. Take stone and put on second level. Repeat operation and put stone on third level. Put Goblin on lion. throw stone from level three with other Goblin. When first Goblin is on giant's right shoulder, make him activate on the red head. Come down and take the stone to level two. Put Winkle on the lion and have Fingus throw the stone from level two. Have Winkle go through shoulder hole and go near the fallen red head. Put Fingus on lion and activate head with Winkle. Save game.

### LEVITATING ROCK

Move Fingus to the rock's !!! zone. When rock descends to Winkle's level (should be five

jumps), have him jump on it. Move Fingus to left edge of floating rock, use Winkle on small rock near cage. Have Fingus walk on him, use file on cage, get key. Use key on door in tree scene to open gate.

## EPISODE SEVEN

### THE MAGICIAN

Use water on Buffoon (you already have it). Have Winkle get pencil and use it three times on blackboard. Get sponge. Move Winkle near chair. Have Fingus use pencil on magician's portrait. Have Winkle catch boomerang by jumping on chair. Have Winkle use mug on magician.

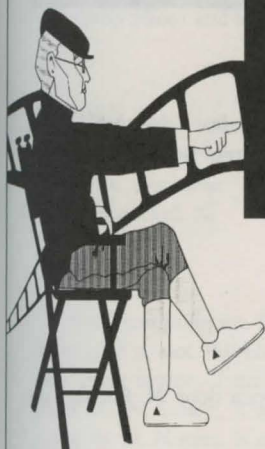
While toothpick is bouncing, have Fingus throw the boomerang. Have Winkle use toothpick on skeleton. Use sponge on puddle. Have Winkle activate pipe while Fingus uses wet sponge on smoke. Go through door.

### KINGDOM OF GLOOM AND DOOM

Put Fingus on bottom right eye and Winkle on left edge with !!! marks of the top right platform. Get mouse and use it on mud. Jump on crocodile. Have other Goblin use boomerang on teeth. Make a Goblin jump from the left edge, with !!! marks, of the top right platform.

Put sponge on rock. Place Buffoon on the eye and have Winkle jump from the left edge of the top right platform. As water flows from the rock have, Fingus use the pencil on the rock. A door appears. Have Winkle turn the handle. Out the door.

# HOLLYWOOD HIJINX



**TYPE**

*All-text adventure*

**DIFFICULTY**

*Intermediate*

**SYSTEM**

*IBM (512K  
required)*

**COMPANY**

*Activision/Infocom*

HIJINX IS A PARODY OF B-MOVIES THAT IS AMONG THE BEST QUESTS IN THE LOST TREASURES OF INFOCOM II COLLECTION. YOU STAND TO INHERIT YOUR UNCLE BUDDY'S STUDIO AND HOLLYWOOD MANSION IF YOU CAN FIND TEN TREASURES HIDDEN ON THE GROUNDS BEFORE THE SUN COMES UP. THE "TREASURES" TURN OUT TO BE BIZARRE PROPS LEFT OVER FROM HIS FILMS, THINGS LIKE A STUFFED PENGUIN FROM VAMPIRE PENGUINS OF THE NORTH. SOME OF THE OBJECT-ORIENTED PUZZLES

ARE ALSO BASED ON HIS MOVIES. IN THE GAME ROOM PUZZLE, FOR INSTANCE, YOU MANEUVER A MINIATURE TAKE-OFF OF GODZILLA ACROSS A MODEL OF DOWNTOWN TOKYO. AUTHOR DAVE ANDERSON'S TWISTED SENSE OF HUMOR ISN'T LIMITED TO FUNNY NAMES, BUT SURFACES IN NEARLY EVERY SCENE. THOUGH NO CHARACTER INTERACTION IS INVOLVED, THERE IS A

CLEVER PLOT THAT MATERIALIZES IN THE END GAME, WHICH FEATURES ONE OF ADVENTURE'S MOST LUDICROUS CONCLUSIONS.

## THE SOLUTION

### SOUTH JUNCTION

Turn statue west. Turn statue west. Turn statue north. (This unlocks front door.) N. Open mailbox. Get yellow paper. Open door. N. Turn flashlight on. Open closet door. Enter closet. Pull third peg. Open door. N. Turn newel. E.

### UPSTAIRS HALL, EAST

Hold sack. Open window. Open sack. W. W. S.

### UPSTAIRS BATH

Move mat. Get red card. N. E. Enter closet. Pull second peg. Open door. N. Put sack on floor. W.

### LIVING ROOM

Enter fireplace. Remove brick. Drop brick. Get indigo card. U. U. U. E. D. Get penguin. U. W. D. D. D. E. Examine red statuette. Examine white statuette. Examine blue statuette. E. Drop penguin. E.

### HALLWAY

Move painting. Turn dial to 3. Turn dial to 7. Turn dial to 5. Open safe. Get grater. Get green card. W. Drop grater. N.

### GAME ROOM

Examine Tokyo. [Save game] Push green button (three times).

Push black button (twice). Push white button (twice). Push green button (three times, until creature is in front of monument). Push black button. Push blue button. Push green button (until snout touches dome). Push red button (three times). Get ring. S. Drop ring. Enter closet. Get bucket. N. N. Unlock door. Open door. N. [Patio] Get orange card. N. N. west. Get shovel. N. east.

### GARDEN, WEST TO THE ATTIC

Fill bucket with water. SW. SE. S (three times). Enter closet. Hang bucket on third peg. N. Up. Open closet door. Enter closet. Wait. Wait. Open door. N.

### IN ATTIC

Open panel. Open trunk. Get hydrant. Down. Down. Drop hydrant. N. E. E. Get yellow card. S.

**BOOTH**

Get slide. Put slide in slide projector. Turn slide projector on. Focus slide projector. Get film. Put film in film projector. Remove lens cap. Turn film projector on. Read screen. (Write down the tune you're told to play.) Turn film projector off. Turn film projector off. Drop lens cap. Drop photo and letter. N. W. W. S. E. E.

**PARLOR**

Open piano. Get violet card. Play (tune you were told to in booth). Push piano north. Down. S. Remove dirty pillar. Drop dirty pillar. N. Up. Push piano south. Push piano south. Down. N. Get meter. S. Up. W. W. Drop meter. N. W. W. Get matchbox. Down. Open door. S. Get blue card. N.

**CELLAR**

Turn computer on. Put red card in slot. Put yellow card in slot. Put orange card in slot. Put green card in slot. Put blue card in slot. Put indigo card in slot. Put white card in slot. Read display. Push button. Turn computer off. Up. E. S. Get phone. Dial (number from computer display). N. W. Down. [Cellar] Get toupee. Up. E. Get thin paper. E. Put thin paper on yellow paper. N. N. N.west. N.east. N.

**ENTRANCE TO HEDGE MAZE**

[Save] (1) N, E, N, N. (2) W, W, W, W. (3) W, N, W, S. (4) W, W, N, W. (5) S, E, S, E. (6) N, E, S, W. (7) N, W, S, W. (8) N, W, S, W. (9) N, E, N, E. (10) N, E, E, N. (11) E, S, E, E. (12) S, E, N, E. (13) N, E, S, W. (14) S, W, S, E. (15) N, W, S. Dig with shovel. Get stamp. [Save]

**CENTER OF HEDGE MAZE**

(1) N, E, S, W. (2) N, E, N, E. (3) N, W, S, W. (4) S, W, N, W. (5) W, N, W, S. (6) W, W, S, W. (7) S, W, S, E. (8) N, E, S, E. (9) N, E, S, E. (10) N, W, S, W. (11) N, W, N, E. (12) S, E, E, N. (13) E, S, E, E. (14) E, E, E, S. (15) S, W, S. [Maze Entrance] E. N.

**CANNON EMPLACEMENT**

Get ball. Put ball in cannon. Open matchbox. Get match. Examine cannon. Strike match. Light fuse. Open compartment. Get mask. E. S. W. S. S. Drop stamp, mask, toupee and thin paper. Drop yellow paper, shovel and matchbox. Up. Open door. Enter closet. Get skis. N. Down. W. Get red statuette. E. N. N. E. N. E.

**TOP LANDING**

Drop flashlight. Wear skis. Down. Remove skis. Drop skis. Get match. Ignite candle. Put wax on match. Extinguish candle. Swim. S. Down. Down. W. Up. Up. N. Light match. Ignite candle. N. Up.

**BOMB SHELTER**

Pull chain. Raise left end of plank. Burn rope. Stand on right end of plank. Drop candle. Get ladder. Down. Hang ladder on hooks. Examine safe. Read plaque. Turn dial to left to four. Turn dial right to five. Turn dial left to seven (combination is based on number of letters in

each name and their first letters). Open safe. Get film. Get note and peg. Read note. Up. Up. E. E. Get flashlight. W. S. W. S. S. Drop film. Up. Enter closet. Put peg in hole.

**PROP VAULT**

Get sword. Hit Herman with sword. Get mop. Hit Herman with mop. Get clippers. Hit Herman with clippers. (If Herman has already taken one of these get whatever is left — the third item will work regardless of which one you take.) Untie Hildegard.

## INCA



ANOTHER OFFBEAT ADVENTURE FROM THE CREATORS OF *GOBLINS*, THIS QUEST CASTS YOU AS EL DORADO, CHAMPION OF THE LOST INCA EMPIRE, AND SENDS YOU ON A MISSION ACROSS SPACE TO FIND THE THREE MISSING INCA GEMS OF TIME, MATTER AND ENERGY. THE JOURNEY BEGINS IN PERU BUT SOON TRAVELS FAR BEYOND, AS YOU BATTLE SPACE AGE SPANISH CONQUISTADORS LIT-

ERALLY SAILING THROUGH THE STARS, AND TACKLE MONSTERS GALORE IN THE 3-D MAZES AND CANYONS. THE SIMULATION-STYLE SEQUENCES COMPRISE MORE THAN HALF THE GAME; THE REST INVOLVES SOLVING MORE TRADITIONAL ADVENTURE GAME PUZZLES. GRAPHICS, ANIMATION AND SOUND EFFECTS ARE HIGHLY POLISHED. WHILE *INCA* IS NOT FOR EVERYONE, IT WILL PLEASE ANYONE SEEKING A GOOD ACTION ADVENTURE OR A TRULY UNUSUAL STORY.

## TYPE

*Adventure/simulation*

## DIFFICULTY

*Puzzles, intermediate; Combat, intermediate to difficult*

## SYSTEM

*IBM, floppy or CD-ROM (Required: 640K, 386/20+, VGA, hard disk, mouse. Supports: joystick, Ad Lib, Thunderboard, Sound Blaster, Pro Audio)*

## COMPANY

*Coktel Vision/Sierra*

## THE SOLUTION

## ASTEROID BELT

Exit through door. Blast your way through Asteroid Belt and head for Planet. Speed up and shoot your way through the Canyon. You are the red dot on the radar screen. You must get through the Canyon first.

## BLOCKED PASSAGE

Click on hole in floor until Orb with many lines appears. Put Orb in hole. Open control cover on ship. Press control keys until three Inti stones are exposed. Place stones (red, green, blue) into melting pots on floor. Get Sacred Tumi. Click on door.

## BARRIERS

Fight your way south to the third door going east. Enter and go south. Use Tumi on knots. Use Tumi on bamboo. Get gold coin and two bamboo pieces. Push wall. Put bamboo on notches. Press golden star. Use Tumi on Golden Corn. Touch corn to get. Put coin in stamp.

## ANTI-CHAMBER

Open golden panel and get golden star. Close. Put star on column containing Quipu (take). Push hook. Get stone star. Open golden panel and put stone star in indentation. Put corn on golden ball. Arrows appear. Note beads on Quipu (3, 1, 5, 2). Set sequence with arrows to 1, 3, 2, 5 (north, east, south, west); Zenith, Morning, Evening, Night). Exit room.

## EGGS PUZZLE

Click on center of the floor to make pedestal rise. Click on left, then right statues until eggs appear, then get and unite them together. Click on left statue until red egg appears, click on right statue, unite eggs. Take vase.

## GALLEON

Get cork, label and powder. Put powder in label. Pull chain twice to get light. Throw cork at rat to get gold cup. Put cork in barrel. Drop fuse by barrel. Put cup in (sun)light to make explosion. Check other barrel for gold nugget and key. Exit room. Unlock cupboard with key and note plank. Open other barrel and get precious stones and key. Use key to open other cupboard. Get toiletry bag and hatchet. Return to hold and use hatchet on original barrel (lower one) with powder. Drop toiletry bag on ground. Remove cover. Use cup to remove powder (twice) and put into bag. Get bag. Return to plank and put bag onto. Get cannon sponge. Use sponge on barrel. Enter trap door.

## GALLEON MAZE

From where you entered, turn around and go south through corridor to next room. Head east to the next room, then north to next room. East to next puzzle.

## HEAVEN PUZZLE

At door with rings, touch candelabra and crucifix. Put gold nugget in left hand and precious stones in right hand. Put candelabra on pedestal. Put crucifix on shell. Get censer. Put



ensor on pedestal. Put cup in Holy water. Put candle into censer. Give cup to St. Peter. Quick take key and open door. Make Sign of Cross on cross, i.e., touch north, south, west, east.

### COMBAT

You will now proceed through a series of combats. First in a canyon, then in space, and lastly, and the most intense, a combined space ships and galleon attack. The galleons are tough. You'll need to shoot them head on before they can turn broadside. This may take several, even numerous, attempts.

### PLAQUES PUZZLE AND NEXT MAZE

Press three suns to get three Sacred Eggs (blue, red, green). Quickly hit southwest and northeast plaques, go to inventory, put red egg in flashing eye. Hit southeast and northwest plaques, go to inventory, put green ball in flashing eye. Hit both center plaques, go to inventory, put blue ball in flashing eye. Take the golden disk that appears and put it on the three suns. Enter door. In the next maze, go north to the first room, then west to the next room. Then west to the Harmony Puzzle.

### HARMONY PUZZLE AND NEXT MAZE

Take the five Tumi blades. Move quarry stones around until ray of light appears. Put golden disk on stone on floor and get blue crystal. Pick up the sun again. Put blades on stone to form pentagram. Put blue crystal on pentagram. Large hanging crystals will change color.

You must match each color with encoded colors on floor. The code is: blue equals yellow, red equals purple, green equals green. Example: If large crystals blink blue, then green, you would click on yellow and green on the floor. You will need to match three consecutive patterns. This will create a bridge across the lava and a door will appear. Exit.

In then next maze, go north to next room. East to next. North to second room. East to next room. South to next. Pick up piece of bamboo. South.

### DIALS OF THE MOON AND SHORT MAZE

You'll see what looks like a phone dial. The object is to leave one stone on the dial in the bottom hole. The number 1 hole is at the top, or north, and the numbers run counter-clockwise. Put #5 stone in 7 hole. Put #8 stone in 6. Put #3 stone in 5. Put #1 stone in 3. Put #6 stone in 4. Put #3 stone in 5. Click on earth to move stone to top. Put golden sun on the sun. Take the red gem and the disk. In the short maze, go east to the next room, then north to the Room of Gems.

### ROOM OF GEMS AND LAST MAZE

Use green gem on star until room is green. Use blue gem on star. Put bamboo in the mud. Use red gem on star. Use green gem on star until room turns blue. Take bamboo. Use bamboo on water. Use golden sun on bamboo. Use green gem on star until room turns green. Use red gem on star. Use green gem on star until room turns yellow. Exit room. In the last maze, go south to next room, then east to the next room, then east to Aguire.

### AGUIRE

Attack and kill Aguire. Once Aguire is dead, you will become the new Inca.

# THE KOSHAN CONSPIRACY



112

AS AN INTERSTELLAR SECRET AGENT, YOU MUST PREVENT THE MULTI-PLANET KOSHAN CORPORATION FROM MONOPOLIZING A VITAL MINERAL ON A REMOTE PLANET. THE PLOT WILL SOUND FAMILIAR TO THOSE WHO PLAYED *BAT*, BUT *BAT*'S DESIGNERS IMPROVED ON THE INTERFACE AND GRAPHICS AND ADDED SEVERAL NEW FEATURES. SOMETIMES THE ONLY WAY TO REACH A LOCATION IS IN A VEHICLE SIMULATOR DEPICTED WITH RAY-TRACED GRAPHICS. THESE ARE SIMPLE SIMULATORS, AND YOU CAN HIRE SOMEONE TO DRIVE FOR YOU. YOU MAY ALSO RECRUIT UP TO FIVE OTHER CHARACTERS IN YOUR GROUP.

THE NOVEL THING ABOUT THE GRAPHICS AND INTERFACE IS THE ABILITY TO DISPLAY UP TO FOUR WINDOWS SIMULTANEOUSLY, EACH SHOWING A DIFFERENT 3-D VIEW OF THE AREA.

## TYPE

Role-playing quest

## DIFFICULTY

Advanced

## SYSTEMS

Amiga, Atari ST (can use two disk drives or hard drives and only requires 512K), MSDOS (Required: 286/12 MHz +, hard disk with 9-14 megs, high density floppy, 1 meg RAM, MCGA or VGA, 540 megabytes free RAM, mouse. Recommended: 386/25+, 2 meg RAM disk, MS DOS 5.0 or 6.0. Supports: Sound Blaster and compatibles, Ad Lib, Pro Audio (+ and 16))

COMBAT OCCURS IN REAL-TIME AND IS THE TOUGHEST PART OF THE GAME. KOSHAN IS ESSENTIALLY A COMBAT-INTENSIVE TREASURE HUNT QUEST THAT OFFERS ALTERNATIVE SOLUTIONS TO MANY PUZZLES.

## THE SOLUTION

### MANTOUE MANOR

You arrive at the spaceport on Shedishan, in the capital city of Roma II. Travel straight ahead through the door in the center of the graphic. Go left, then straight. Enter the hotel on the left marked with a large "H" (Mantoue Manor). Get the key from the desk clerk. Enter the elevator. Enter the room at the end of the corridor in front of you. Talk to Sylvia. Take notes on the mission she gives you. Sylvia will give you a credit card with a 2000 credit limit, and a CAL access card.

Go back to the lobby. Save the game. By buying and selling items when you have the morpo and hypercep chip activated by the BOB, you should be able to amass at least 10,000 cash, three ASOA 50 weapons with Fillum twelve ammunition, five force field 9s, armor (at least deflector helmet, coudieres, leggings and vest).

(Easy way to raise money: use Norton diskedit or a similar program to edit your saved game file, <savegame name>.bt2. Hex pair 22BE and 22BF are the money and can be increased to 40,000 credits or more. Character statistics are found at hexes 294 through 2A4.) The best armor is prism, and the best shield is the ionic scutum.

An aureus will help you recruit your team members. Recruit them early and give each a videophone to keep in touch and give orders. Taxis are individuals you hire to pilot your vehicles. (You do not have to hire a Taxi driver if you wish to pilot the unremarkable simulators.)

### BOB

Program the BOB to display perception, time, hunger, thirst, and fatigue, translate Shedish and warn if non-player characters are aggressive. Read the extensive programming section in the player guide for information concerning programming the BOB. Wait until your character has plenty of food, water, and cash before programming the BOB, since you could starve to death while debugging the programs.

### MISSION ONE

Obtain a blank tape, ATA prescription card (any travel agency), vocal resitator and at least 10,000 cash. Go to the TB terminal via the express. Take a Mosquito Taxi to the Minerva tower. Use CAL computers to find out who bought how many shares in Koshan Corporation. Go to Carmenta Tower. Ask for an appointment with the Boss for four to five PM. Find out everything you can from the boss. Buy shares from the boss. If you do not have enough money, go get more. Sylvia may be able to help with the money. Return to Sylvia.

### MISSION TWO

Take the equipment used in mission one, plus ditroxil (drugstore at TA1 or TC), three loaded weapons (gun shop at TA1 or TC), five force fields and axial (TC Express terminal). Near the TA1 terminal in the drugstore across from the hotel, buy a tablet from the men at a table in the room in the rear of the store. Save the game.

Put the tablet in the BOB inventory. Go to the optician and order lenses. The optician will give you the solution. When you leave the optician, two men will attack. After the battle, pick up the objects by accessing the inventory screen. Steal a Katatruck from terminal TB1. Save game. Land on the tallest tower. Click on wall to enter. Fire the lasers. Put objects in trunk of Katatruck by using inventory magnifying glass. Return to Sylvia.

### MISSION THREE

.....

Make sure you have plenty of ammunition, weapons and force fields. Go to the straight street and find the two green warehouse buildings. Go through the second level door to discover a dead man. Save the game. After you leave the building, the murderers attack you. Pick up the objects on the ground. Go to TB terminal. Return to Sylvia.

### MISSION FOUR

.....

Get a copy of the Roma newspaper. Go to TB terminal and take a Mosquito Taxi to Vertimnus Tower. Enter tower. Go straight. Go to end of corridor. Make appointment with the Judge's secretary for four or five PM. Try to buy the Judge's contracts.

Go to TA terminal. Enter a house on the left of the big street mentioned in the newspaper. Open the first door on the right with a switch in the right column. Enter the room. Take the book. Use inventory magnifying glass to get BOB to translate book. Return to Sylvia. Show Sylvia the book. Discuss missions with Sylvia.

### MISSION FIVE

.....

Go to the Astroport. Take Mosquito Taxi to Janus tower from TB terminal. Enter tower. Examine schedule of cases for the day. Go to the court room and exchange fake judge identification for real judge identification. Go to Sylvia's. Save game.

### MISSION SIX

.....

Go to Astroport and get on space shuttle. Store all cards except those from the travel agency in a safe place — but not in your pocket. Take a rental taxi to the ditroxyl mine planet. Go inside. Show the real judge's identification. Do not talk or fight with anyone. Take the Sershoyer into the mine. Save game. Do not open green boxes. Look in the second box south of the northeast corner of the mine. Save your game. Return to Roma II.

### MISSION SEVEN

.....

Once in jail, do not go straight to the gladiator battle. Get food and drink. Wait until you get the opportunity to defend a prisoner while eating in the restaurant to the left. Trade the food and drink for the pain tester. Save the game. Fight the gladiator. Follow King's orders given by thumb command at end of battle. You must win three battles.

### MISSION EIGHT

.....

Go to the Koshan Tower. Save game. Wait to enter the door after midnight. Watch video camera to avoid being spotted. Go right and disconnect alarm system. Go down corridor towards trunk. Turn on lights with switch on the left. Search for objects.

# LURE OF THE TEMPTRESS



## TYPE

*Animated adventure*

## DIFFICULTY

*Novice*

## SYSTEM

*Amiga, IBM*

*(Required: 640K,  
hard disk, VGA.*

*Recommended:  
286/10MHz + and  
mouse. Supports:*

*Ad Lib, Sound  
Blaster, Roland)*

## COMPANY

*Revolution/Konami*

**T**HIS COMMONPLACE TALE — RESCUE YE DAMSEL IN DISTRESS — IS FAR FROM ORDINARY. EACH SCENE IS HAND-PAINTED IN RICH, VARIED COLORS AND WITH A DISTINGUISHING, ORIGINAL STYLE. LOCKED IN A DUNGEON CELL, YOU MUST OUTWIT YOUR SKROL CAPTORS, ESCAPE THE DUNGEON AND SAVE THE PRINCESS FROM SERENA

THE ENCHANTRESS, WHO HAS TAKEN OVER THE TOWN. INTERACTING WITH THE CITIZENRY OF THE TOWN IS A MAJOR PART OF THE GAME, AND A SIMPLE INTER-

FACE EXPEDITES MASTERING THE GAME COMMANDS. GRAPHICS, SOUNDS AND MUSIC ARE HIGHLY POLISHED, AND THE ARTISTS EMPLOYED SHADOWS AS INSTRUMENTALLY AS THEY DID COLOR, GIVING DEPTH TO THE PICTURES. A CHARMING STORY WITH INVOLVING CHARACTER INTERACTION AND QUALITY ART, *LURE OF THE TEMPTRESS* PROFITS FROM ITS BRITISH SENSE OF HUMOR, WHICH CROPS UP IN DESCRIPTIONS OF THE AREA, PEOPLE AND THINGS YOU FIND THERE.

## THE SOLUTION

## THE DUNGEON

Get torch. Move to southeast corner. Wait until Skorl enters and walks east. When he moves west, move north, then west out the door. Close door and lock. Talk to Prisoner. NE. Examine barrel. Get bottle and knife on top of barrel. Use tap on bottle. Return to Wulf (prisoner) and give him the bottle. Examine east wall. NE, E to Torture Room. Talk to Ratpouch. Cut rope with knife. W. Use knife on sack. Get goat. Tell Ratpouch to go to Outer Cell and pull brick. W. Enter Secret Passage. You will slide down a chute into the Sewer.

## TURNVALE

West to Turnvale. Visit all locations and talk to everyone you encounter. You must continually return and talk to everyone after you have learned something new. When you come across Mallin he will give you a gold bar. Give this to Ewan in the Village Shop. He will give you 8 groats and a gem. Give the gem to Nellie in the Magpie Inn for a flask. Bribe Morkus. He will tell you that Goewin is in the Town Hall. Now talk to Luthern, the blacksmith. Go to Magpie Courtyard and talk to Grub to get a lockpick. Talking to Eileain will get you a diary (recipe). Read. Go to Forge and pick up a tinderbox. Give flask to Luthern, the blacksmith. Go to Market Place and give lockpick to Ratpouch. Tell him to use it on lock on door to north. Save. You must avoid Skorl patrol. Quickly, open door, enter, close door, light burner with tinderbox, use tap on flask, open door, exit.

## SELENA

Drink flask to change to Selena. Go to Middle Street and talk to Skorl guards. Open door and enter. Talk to Skorl. Tell him to release Goewin. Exit. Go to Apothecary and talk to Goewin. Exit and walk around. You will change back to yourself.

## DRAGON POTION

Go to Blackfriars and read poster. Find Mallin. He will give you a book. Go to Blackfriars Row and enter Monks Lodge. Give book to Brother Whelk. He will give you a statue. Wait for Toby to enter and talk to him. He will tell you the three ingredients you need to defeat the Dragon. Write these down, they may be random. (They may be: Houndstooth, Cowbane and Elecampane.) Go to Apothecary. Go to Forge and ask Catriona about cowbane. Exit to garden and get cowbane. Return to Goewin and ask about infusion of herbs. Tell Goewin which two herbs you need. Give Goewin the cowbane. Get the Potion.

## THE DRAGON

Talk to: Grub, Ultar, Gargoyles and Goewin. Go to Weregat. Enter. Entrance. Pull right skull. W. Green Cave. Tell Goewin to go to Entrance and pull left skull. W. Blue Cave. Tell Goewin to go to Green Cave and pull left skull, then right skull, then go to Entrance and pull right skull. W. N. Get axe and kill Skorl. W. Use potion on Dragon. Talk. Command him to help us. Get eye of Gethryn.

Retrace your route, pulling skulls to open doors. Tell Goewin to go to Entrance Cave. Exit. Wait for Goewin. Talk to Ratpouch. Talk to Mallin.

## THE CASTLE

.....

Go to Market Place and wait until Skorl enters shop. Look through window. Listen. Exit window. When Skorl leaves, enter shop and talk to Ewan. You will enter a barrel and be taken to the Castle.

Examine wine cask for full one. E to Kitchen. Get tongs. Examine carcass and get fat. Return to Cellar. Talk to Minnow. Say, 'I have come for Selena' and 'Tell Skorl something in cellar'. Wait until Minnow leaves. Use tong on bung of full barrel. E, E to Hall. Up. Wait on Parapet until Skorl guard leaves. Down to Minnow. E through Dining Hall to Gatehouse.

Look at lever. Use fat on lever. Tell Minnow to pull lever. Use winch. Lower drawbridge. W to Hall and up to Parapet. Walk to east and kill Skorl with axe (use high and low axe swings). North to Selena. Use the Eye of Gethryn to drive her from the Kingdom.

## MAP KEY

.....

In Dungeon: Bottle, knife, groat, Mallin (gold bar), book

A: Groats, gem

B: Flask

C: Lockpick, Eileain (diary)

D: Tinderbox

E: Statue

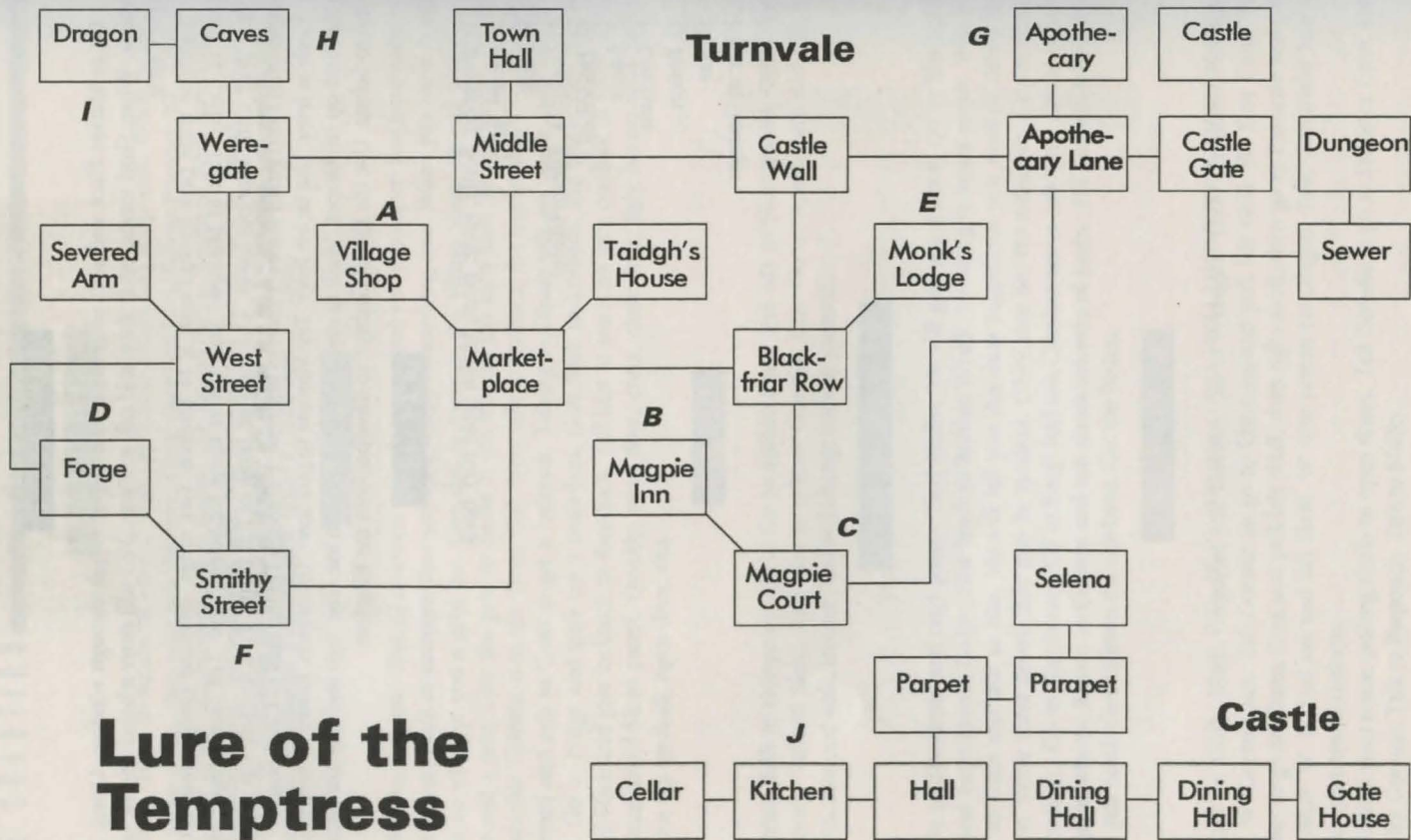
F: Cowbane

G: Potion

H: Axe

I: Eye of Gethryn

J: Tongs, fat





# THE MAGIC CANDLE III



## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (Required: 286/12+, 640K, hard disk. Supports: 100% Microsoft-compatible mouse, Ad Lib, Sound Blaster, extended memory)*

## COMPANY

*Mindcraft*

GOING OUT IN A BLAZE OF FURY, *MAGIC CANDLE III* MARKS THE LAST IN THE SERIES. IN YOUR QUEST TO RALLY ALL RACES OF THE LAND TO FIGHT THE BLIGHT LORDS, YOU WILL ENCOUNTER COUNTLESS MINI-QUESTS TO KEEP YOU ENTERTAINED ALONG THE WAY. IT PROVIDES ALTERNATIVE WAYS TO DEAL WITH SITUATIONS AND CHARACTERS, GIVING YOU EXCEPTIONAL FREEDOM TO ADAPT YOUR STYLE OF ADVENTURING TO THE QUEST AT HAND. THE

MOUSE INTERFACE SUPPLEMENTS KEYBOARD COMMANDS IN *III*, AND MANY OTHER IMPROVEMENTS WERE MADE TO THE INTERFACE AND OVERHEAD DISPLAY SYSTEM. THIS IS A WELL-DESIGNED GAME THAT, EVEN WITHOUT THE GLITZ OF AN *ULTIMA*, IS HIGHLY ENJOYABLE AND RECOMMENDED.

## THE SOLUTION

The game is somewhat linear. First you go to the tangled forest near the castle on Oschrann. You will meet Garzbondgur, Crown Prince of Kabelo, who joins and gives you a group of five. Go to the Halfling village west of the castle and recruit Tuff. Your group should include Garz, Tuff, Fiz the Magic User, Silva the Elven girl and Sakar the Dwarf.

Go to Kabelo, where the King will tell you about the Scepter. Then head for Serivu and talk to the mayor, who will accept Garz as a hostage. Take the scepter to the king, get the Charter and take it to the Mayor. Get Garz back in the group. Go to Qaldiur and clear the Tower. Talk to everyone, for all have something to tell.

At this point you can go anywhere, though to enter the Crowndeepest mines you need the Candle Mold, Candle Wax, Candle Wick, flint and jewels; the flint is not obtained until you have the other items. Buy Spell books and pass them around on your sea voyages, until all three magic users know 99 of all the spells. Get large quantities of Blue Pearls and get Flask Maps and other items covered under "Items" in the manual. You may put some of your people to work to earn money, then enlist others and put them to work. But in the final stage you must have the proper party members: one member from each race.

### GENERAL

You can play the game without the mirror, so you might just as well bypass the Tarrak Mines. If you don't have the mirror, you can't bring Alvirex to justice; just leave him.

If you decide to go to the mines, the platinum key is located in the fourth booth: dig at the end. You need the key for the King's Room. Have a lot of shield spells for the final floors of the Towers.

### GODS' LOCATIONS, WORDS TO WHISPER

When you awaken a God, all of your abilities are increased by the God.

God	Whisper	Location
Vorhamme	Komdrum	rests in Mines of Sorra
Kaznur	Helnibor	cellars of Qaldiur on far side of pool
Olkanis	Shibanabal	fourth level of Tarrak
Prillila	Delmata	center of Upper Green Island 039, 018
Tas	Pintalda	Wesgar Tower
Bohar	Wentegal	on southwest Outsider Island
Selene	Brundishar	north and east of Esheim
Entas	Wuckawoo	in Crowndeepest Cavern, located a short distance inside Crowndeepest; if you do not have the proper party and items, she will send you back.

### TOWERS AND MINES, SECRET WORDS

- Mines of Sorra on Minalt Island: Kavitar
- Tower of Qaldiur on Segrann: Melshinde
- Tower of Hiltmos, 201, 137: Uulangarum
- Mines of Tarrak, southeast of Borheim 021, 104: Gorfalion
- Town of Borheim at 018, 102: Damaldenur
- Northern Gate of Crowndeepest, 094, 144, on north side of mountain that is north of Rinora: Senibarat
- Tower of Wesgar, outside island at 033, 160 (Candle Mold is here): Etaksbit

## OTHER ITEMS

Arkos-Nekros at 153, 151: from north, go to north closed door of Library after midnight. Knock and ask for Gorion. Research book of Solnicon.

To get to Nekros: Land at 152, 144 use Soulspeak.

Flint is in Nekros: visit Vella. At midnight, use Soulspeak at 63 X 14; you must have the Wax, Mold and Wick. (The flint is under the ruined fireplace.)

Voliplan: Land at 061, 130, go to southeast corner at 62 x 21, and dig for wax.

East Tasur: Go east from Tasur, then go to southwest section. Enter courtyard and dig at northeast corner for Wick.

## PORTALS AND COMBINATIONS

Segrann Island: 1 spine, 1 legbone, 1 wishbone

SW Green Island: 1 wishbone, 1 legbone, 1 skull

Outsider Island: 2 wishbone, 1 skull

Voliplan: 1 wingbone, 1 wishbone, 1 spine

Tasur: 1 wingbone, 1 legbone, 1 wishbone

Archos: 1 wishbone, 1 skull, 1 wingbone

Oschrunn: 3 skulls

Kabelo: 1 skull, 2 wingbones ( may be program bug)

Minalt: 1 skull, 1 wingbone. 1 wishbone

West Kabelo: 1 legbone, 1 spine, 1 skull.

## OTHER INTERESTING LOCATIONS

Eishem: 114, 168

Solihub: 140, 102

Elport: 179, 074

Serivu: 142, 100

Tiara: 196, 125 on lake

Hiltmos: 205, 138

Green Island: Clear Spot in forest 031, 063. Must use Flask map to locate water, then use Walkwater to get to Castle. Use ship, no way off island, not necessary to game.

## FINAL PARTY MUST HAVE THESE CHARACTERS

Orc Prince Garz, who places mold on floor and whispers "Kabelo"

Dwarf from West, Tarrik who places wax and whispers "Rastanna"

Elf of Ancient Lineage who places wick and whispers "Illorio"

A Halfling who fits the flint and whispers "Solia"

Then the Human who whispers "Ur" (Lukas, Silvia, Sakar, Tuff and Groz from Kabelo fit the bill.)

## RINORA: THE POOLS ON LEVEL 6

Pool of Regret: place a Topaz

Pool of Betrayal: place a Ruby

Pool of Contempt: place a Cold Blue Sapphire

Pool of Revenge: place an Emerald of Green

Pool of Greed: place a Diamond

## TELEPORTALS

Place	Portal
Solihub	133, 102
Kabelo	115, 075
Nekros	062, 024
Minalt	186, 176
Oshcrun Isles	149, 022
Oshcrun	139, 074
Nekros	162, 189
Rastanna	019, 111
Segrann Island	179, 098
N.Green Is.	172, 113
Illorio	213, 125
On Tasura, S. of Voliplan	064, 143

## PORTAL LOCATIONS

Oschrun: 149, 021  
 Kabelo: 115, 075  
 Segrann: northeast corner fifth floor of Qaldiur Tower  
 Minalt: 177, 172  
 Southwest Green Island: 160, 124  
 Illoro: 190, 132

## PORTAL ARRIVAL LOCATIONS

Segrann: 180, 092  
 Oschrun: 141, 016  
 Southwest Green Island: 160, 124  
 Minalt: 177, 172

## RARE SPELL BOOKS

Zoxinn can be purchased from Renidalis in W.Tasure.  
 Demaro can be purchased from Faranin in Ketrop.  
 Alosol can be purchased from Evista in Serivu.  
 Bones can be obtained from Lavinha in Urkabel.  
 The rare wishbone is obtained from Rozimel in Tiara.

## END GAME

After the above, proceed to Crowndep and awaken the goddess Entas. Then follow the tunnels to Rinora. The Tower has ten levels; on the last level you can erect the Candle. The ninth level has a transportal chamber to Oschrun.



# THE PROPHECY

## TYPE

*Graphic adventure*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (Required: 640K, 286/10+, VGA, hard disk, mouse. Supports: Pro Audio Spectrum, Thunderboard, Ad Lib, Sound Blaster)*

## COMPANY

*Coktel  
Vision/Sierra, Inc.*

**A**S WEEN, A YOUNG APPRENTICE TO A POWERFUL MAGICIAN IN THE KINGDOM OF THE BLUE ROCKS, YOU ARE THE LAND'S ONLY HOPE AGAINST THE EVIL SORCERER KRAAL. A GREAT ECLIPSE IS APPROACHING, AND UNLESS YOU FULFILL AN ANCIENT PROPHECY BY PLACING THREE GRAINS OF SAND INTO A MAGIC HOURGLASS, IT'S CURTAINS FOR THE KINGDOM. OBJECT-MANIPULATION COM-

PRISES MOST PUZZLES AS YOU STRUGGLE TO COMPLETE A DIFFERENT QUEST TO OBTAIN EACH OF THE GRAINS OF SAND. MANY ARE ACTUALLY DEVICE-PUZZLES IN WHICH YOU MUST ASSEMBLE OBJECTS FROM DIFFERENT PARTS, THEN OPERATE THE MACHINE. THE PROPHECY HAILS FROM THE FRENCH OUTFIT THAT DID *GOBLIINS* AND *INCA*, AND THE MUSIC IS EVEN BETTER THIS TIME. THERE IS A GREATER EMPHASIS ON STORY AND CHARACTERS, WITH MORE EXTENSIVE DIALOGUE, AND *THE PROPHECY* MAY BE COKTEL VISION'S BEST ADVENTURE YET.

## THE SOLUTION

## DAY ONE

Using the copper ball with the ring, tiara and necklace is reversible, i.e., if you use the ball on the ring, a cauldron will form; if you use the cauldron on the ring, a copper ball will reform. The copper ball used with the Tiara forms a pipe; when used with the necklace, a sword is formed.

## LABORATORY

Get tongs, open cupboard, get lard and knife. Click on crystal ball, get copper ball. West to outside. Get straw, use knife on reed and get reed, use tongs on guardrail to get wood. East then north to Lab. Get tablet, seeds, digitalis. Move portrait and put on hook, exposing hide-away. Use tongs on skull, get ring. Use digitalis on seeds to produce drug. Put drug in hide-away, get wooden key mold. Use knife on reed twice to make flute. Call Urm by using the flute, give strawberries, get gold bar, exit. Urm gives you strawberry jam.

## LOCKSMITH

Put straw and wood in fireplace. Use flute on Urm, give jam, use Urm's powers on fireplace for fire. Use copper ball on ring to form cauldron. Put gold bar in cauldron, put cauldron on fire, get cauldron, pour into mold, get gold key. North to Lab, use golden key on padlock, get half-statue. Open trapdoor and go through.

## CAVE

Get tibia and torch, use torch on hearth. Move planks. Put cauldron on hearth, lard into cauldron, get cauldron with oil. West. Get rope. Use key on skull. Put ring on cauldron for copper ball. Put ball in socket, get moon stone. Put tibia in opening on wall, put oil on tibia, move lever on skull, get copper ball. East. Use rope on planks, bound planks on precipice.

## SEAL

Use Petroy on tomb. Move skull, get sun stone. Put torch in torch holder. Get spear and tibia. Use tibia on spear. Use tibia spear on curtain to see blackberries. Use tibia spear on blackberries to get. Look at seal. Put sun stone, then moon stone in left niche. Call Urm, give blackberries, get key, unlock door, enter. Look at sword, call Urm, move hook, get sword. Use sword on statue, use cauldron on acid. Exit. Use cauldron with acid on runes, read. Use cauldron on acid again.

## MECHANISM

Sword and Moon in, Sun out, touch crown, get effigy; all out, touch crown, get elixir. Exit and put effigy on seal. Get first grain of sand.

## DAY TWO

## AT WATER

Try to cross bridge. Get feather, use on chest, look inside, get venom and pollen, read parchment. Use pollen on cauldron, then venom on cauldron. Put potion on leaves to form

strawberry bush. Get berry, give to Urm, get gold. Mix potion again. Add elixir to potion. Use new potion on monster blocking bridge. Note: There are two ways to continue: Bridge, or Underwater.

### BRIDGE

Cross bridge. Examine stone. Use sword on rock to cover hole. Put cauldron on next hole. Click on hole #3. Examine strawberry, Urm appears and eats, leaves a pile of gold. Use monster on pile. To Temple.

### UNDERWATER

Combine gold with half-statue to form statuette; use on water. Use insect on seaweed. Use glass on dead fish, get steel bar. Use bar on little hole. Click on seaweed, examine bones, get spearhead. Use bar on spearhead to form harpoon. Put harpoon in crack near staircase. Click on seaweed, use harpoon on fish, get fish. Put fish on bars. To Temple.

### OUTSIDE TEMPLE

Get tiara, use venom on snake, use torch on brambles. Use tiara on copper ball to form pipe. Use pipe on wasp trap, get, then use trap on wasps. To Dragon. Get cherries. Click on bottom parchment five times until wasp appears on right. Call Urm and give cherries. Use Urm on wasp trap. Exit. You now receive the second grain of sand.

### THREE DOORS

Click on eye. Use tablet on engraving. Use eye on tablet. Use lever to open Door #1. Enter, examine mechanism and get vial. Enter 1, 3, 4 to open next door.

### GUARDIAN

Get hammer, examine enclave, get coin. Examine statue and get rag. Remove stone from wall. Examine fountain, get lichen, push teeth 12, 4, 6, 3 to produce water. Get magnifying glass and leaves. Use hammer on statue arms, get amphora. Put Gargoyle on ledge.

### FLOWER ESSENCE

Examine head of statue, rub rag on eyes, use pollen on quartz, get flower. Put wood, lichen, leaf, amphora and flower on hearth. Put vial on enclave. Use venom on quartz. Use pipe on snake, get coil, put coil on Gargoyle. Use rag on water to wet, use wet rag on coils. Use magnifying glass on beam of light, get potion, use potion on Guardian. Get coil/pipe. Use copper ball on statue. Exit. You now have the three grains of sand.

### SANCTUARY

Take necklace and glove, click on chest, use glove on spiders, take heart. Use heart on right statue. Use chalice on scales. Click on statue's nose, then on the wall covering. Get mirrors, and key in vase to right of altar. Enter passage. Use mirrors on opening. Use key on lock. Exit. Note: You may enter either the left or right door. Both solutions follow.

### LEFT DOOR

Use pipe or the sword on opening in hand of statue. Use lightning on hole in pulley of well. Get net between sleeping statue and column. Get hooping from barrel. Exit East. Click on

grill, use net on river, use fish on trap, get crab. Use grating on hooping to make sieve. Use sieve on river to get nugget. West. Use crab on chest, then sword on chest (copper ball plus necklace). Use key on lock of pedestal of sleeping statue. Use nugget, lightning and sun on pedestal.

### RIGHT DOOR

Use bag from rear left corner on snake. Click on bag, use bag with snake on mongoose. Use sword on tree and get root from bottom left corner. Use root on resin and resin on monsters. Use pipe on water, get pearls, use pearls and digitalis on basin. Use femur from foot of tree on right on basin. Use mixture on Queen. Create sword and use it on rope. Exit.

### THE BEACH

Use bowl on resin, then resin on flower. Use horn on wood. Use creeper hanging on center rock on the horn and wood. Get pick and use on dark stain under rock at bottom left corner. Use pot on spring. Use water on mushrooms, and a stone area will appear. Take loose stone and use on bird. Click on eye of skull, then on the worm. Use worm on mushrooms. Exit via staircase.

### THE BOAT YARD

Click on monster and get strawberries. Use flute to call Urm. Give berries to him. Get gold, and use it on monster. Get haversack. Use oar on notch at rear of boat. Use net on sea to get fish. Use sword on fish, get eggs, use on spider, get sail. Use sword on bamboo and bamboo on boat. Use sail on mast. Use hammer on boat ribs. Click on tree, get coconut and use on lobster pots. Use lobster pots on boat ribs. Convert sword into pipe. Save game.

### LEAKING BOAT

This sequence is timed, so move quickly. Use hammer on padlock. Open locker and get tar. Use pipe on bottle in water and get cork. Use tar on cork. Put tarred cork in hole and use hammer on it. If water is flooding boat, bail out with cauldron.

## DAY THREE

### VOLCANO ISLAND

Use key on lock and enter cabin. Get shovel, exit. Use shovel on sand to dig eight holes. Use sword on oyster, get pearl. Get eye, fishbones, diamond, jewels, sandal and ingot. Enter cabin. Call Urm and give him strawberries. Give Old Man the gold coin, eye, fishbones, diamond, sandal, jewels, pearl, ingot and gold Urm gave you. Use sword on planks on wall. Exit through opening.

### JUNGLE

Cut branches on right and curved branch on left with sword. Click sword on bushes near center of screen. This area is not marked, is very small, and may be difficult to find. Click on one of the holes. Get gold and give to Orivor, Orivor will give you rope. Use rope on curved branch. Use bow on walnut. Use pipe on feathers and feathers on arrows. Get arrows and use both the bow and sword on the walnut.



## CAVERN

Use cane on eye, click on Old Man, call Urm, give him strawberries. Get gold and give to Old Man. Use cane on eye again to bring back old man. Get currants on left and give to Urm. Use Urm on Old Man. Get feather and use on chest. Prepare pollen and venom potion and use it on mushrooms, get truffles. Prepare potion again and use on grass at rear right of ruby. Get camomile. Prepare truffle and venom potion and use on ruby. Use cauldron on water, put camomile inside and put cauldron on hearth. Use cauldron on worm, use worm on mushroom, exit.

## SAND GRAINS

Use sword on bush, pollen on quartz, click on flower and get pistil. Mix truffle and pollen potion in cauldron and use on Borgol. Click on ant on leaf at top right, use pistil on ant. Take two grains of sand, then axle. Get third grain under axle.

Prepare truffles and pollen potion; use on statue. Lower lever and exit through cave on right. Click on mechanism. Use axle on orifice and lower lever. Get key and exit to west. Use key on lock. Prepare truffle, pollen and venom potion and use on grill. Use venom on snake. Prepare truffle and venom potion and use on ruby. Fill cauldron with water from next screen, pour water on flames. Exit.

## VOLCANO

Get bowl, click on ornament on statue, use sword on ornament, get jewels. Use sword four times on hole left by ornament. Prepare venom and truffles potion and use it on ruby. Get jewel. Click on hideaway of pillar on far right side four times. Use bowl on glue.

## LIGHTING HIDEAWAYS

You must repeat the following four steps several times: 1) Prepare truffle and pollen potion to use on jewel. 2) Use sword on crack at bottom left and a firefly will fly toward crack. 3) Get firefly and use glue on it. 4) Use firefly/glue on the first dark hideaway on right.

Get and use twig on opening of statue's pipe. Get jewel. Repeat four steps. Use firefly on hideaway just left of first one. Use copper ball on hole, get jewel, repeat steps. Use firefly on hideaway at rear left, get cracked jewel, put firefly/glue on it. Use cracked jewel on broken jewel. Repeat four steps. Use firefly on hideaway of the pillar in the foreground on the left.

## DRAWBRIDGE

Go to rear left pillar and pull lever once. Left middle pillar, pull twice. Front left pillar, three times. Front right pillar, four times. Back right pillar, five times. All the letters on the wall should be illuminated. Spell K-R-A-A-L by firing arrows at letters.

## IN PRISON

Get heart from bones. Get nail from left wall by clicking on it several times. Click on lock. Put nail in the sixth hole of the left lock. Click on needle. Take pin from under raised bar. Put pin in seventh hole of right lock. Put nail in third hole of left lock. Click on needles.

## REVUSS

Click the levers from right to left four times each. Click on carvings and press the letters D-

J-E-L. Click above hideaway and put heart in orifice, get knife. Get bamboo at lower right of machine. Use knife on bamboo twice to make flute. Call Urm to get a stone. Put stone in hole in carving. Click these letters A-Z-E-U-L-I-S-S-E. Get statue from right hideaway and use it on niche above carving. Put three grains of sand in Revuss.



# PROTOSTAR: WAR ON THE FRONTIER



IN THE TRADITION OF *STARFLIGHT*, *PROTOSTAR* SENDS YOU ACROSS THE UNIVERSE TO SEARCH FOR MINERALS AND ARTIFACTS, OUTFIT YOUR SHIP WITH MORE POWERFUL ENGINES AND WEAPONS, AND MEET AND INTERACT WITH ALIENS WHOSE SUPPORT IS VITAL TO YOUR LONG-RANGE GOAL. THAT GOAL IS TO PERSUADE FOUR ALIEN RACES TO JOIN THE HUMAN DEFENSE COALITION IN THE FIGHT AGAINST THE

SKETCH, WHO WILL OTHERWISE WIPE OUT EARTH AND MANKIND. IT GETS OFF TO

A WEAK START BY NOT GIVING YOU ANY SPECIFIC SUB-GOALS OR EVEN A GENERAL SENSE OF DIRECTION, LEAVING YOU FLOUNDERING IN SPACE. BUT IF YOU STICK WITH IT, THE PLOT BEGRUDGINGLY UNFOLDS AND THE QUEST BECOMES MORE ENJOYABLE. GRAPHICS ARE THE BEST EVER SEEN IN A SPACE EXPLORATION GAME, AND THE UNUSUAL INTERFACE MAKES SPACE NAVIGATION AND COMBAT EASIER THAN MOST SUCH QUESTS ONCE YOU GET THE HANG OF IT.

## TYPE

*Science fiction role-playing*

## DIFFICULTY

*Advanced*

## SYSTEM

*IBM (Required: 640K, hard disk, 386/25+, DOS 5.0+, mouse, 256-color VGA; MCGA not supported.*

*Supports: Ad Lib, Sound Blaster, Roland, Pro Audio)*

## COMPANY

*Tsunami*

FLASHIER THAN STAR CONTROL II BUT NOT AS HUMOROUS, PROTOSTAR IS AN ABSORBING SPACE QUEST ONCE THINGS START HAPPENING.

## THE SOLUTION

### GENERAL

After you get the Sector map, trace a map on transparent paper, and by clicking on the stars you can obtain all the locations. Later on, you must register a planet for the Ghebraant, so be careful what you register: you will need a planet either at 117,111 or 126,057. After you talk with them and get friendly, the proper questions will appear in your vocabulary. You may have to talk to several different Ghebraant to get complete answers.

### EXPLORATION AND MINING

When visiting a planet, you can restore a game saved there and get all the information you need about it. On most planets you will find life forms. Pick them up, check them at the Bio section, then name and sell them; if they are already named, you can still sell them.

See list below for places to mine. At the outset, the nearest planet is Obee at 45,084. This is the home of the Deresta, whom you will encounter all over the planet. Be kind to them and mine Platinum and Silver. Another good place is 66, 075 orbit 3, Galothia, which has an abundance of Stabilium for fuel. You will find most minerals in high country, life forms and cities in lower level land. After making friends with the Deresta you can trade with them with a higher payout than at the base.

### SHIP IMPROVEMENT

When mining Deresta, a ship load of Silver and Platinum is enough to get number three engines. If you continue, you can get number three weapons and other equipment. (Also get number three engines for the Explorer.) With number three engines, fuel consumption drops drastically.

### COMBAT

Experiment with the various controls until you are familiar with them. Always carry at least 500 units, because it takes 10 ms to shoot one pursuit pod, which seems to be your most effective weapon. When you get down to about 150 units of Stabilium, use your laser and accel cannon.

Seven Pursuit Pods will almost destroy a ship, but remember to take out one vessel at a time; if attacked by three ships, concentrate on one, then the next. For a real bonus, kill the crew, dock and get their engines and cargo (if you completely destroy them you get only Aluminum and Titanium).

### GETTING A CREW

When someone at the Base bar tells of a ship that was attacked, go there and you will find Cassi, an excellent Navigator. You've already got an Engineer, Abe440. Keep checking out the Base's Communication Center until Linquist, a very good Bio-Tech, asks to join. Accept him. While you are talking to the Frontier Craft department of one of the three Outposts Stations, an alien named Yikkak will join, leaving only two crew positions to fill.

You will be required to send money back to your contact, so at least every third trip you should be able to get minerals to sell and send back at least 25,000 each time. But also save, and try to keep about 100,000 or more for your own needs.

### GARRIOD AND DODEL

When you reach outpost Garriod you will meet Dodel, a veteran who can answer most of your questions, including how to fight ships, and all about the aliens and conditions you will encounter.

### THE DERESTA SCIENTISTS

After contacting the Deresta several times, you'll learn some of their scientists have been kidnapped. Later, in 45,084 (this may be random), you will be attacked by Pirates and receive a message from the Deresta Scientists that they are on one of these ships (or ship). Save the game, in case you blow up their ship. Reduce the ship's crew to zero, then board and rescue the Deresta scientists. Give them to the first Deresta you encounter. After this, the next Deresta ship you meet will request that you talk to one of the Scientists, Pharysha, who will join you as Science officer.

### THE GEHEBRAANT

Go to their planet at 30,045, 9w X 9N and sell items to them cheaply. Repeat this, and on your third trip they will give you very good prices. Then you will find out they are looking for a second planet. Find and claim it for the Ghebraant, and they will join your cause. This planet is located at 126,057, orbit number two. You can also find one at 117,111. Load up on cargo here before you leave. Then claim the other planet for yourself.

### THE KAYNIK

Visit their planet at 75,090, Myxolidia, orbit 4, the blue planet. Let your ship be captured several times, losing your goods and fuel. Eventually the Kaynik will become curious and you can enlist them as the third alien members of the Alliance. (After surrendering to the Kaynik, you can mine their planet and get far more than they took from your ship.)

### THE VANTU

Before undertaking this step, get a full load of Stabilium, then go to the Frontier shop and buy number three shields and weapons for the Explorer.

The Vantu, at 84,048, planet Tavantal, have also lost people to the Skeetch. Go to 84,111 and let the Skeetch capture you. They'll take you to the Prison Planet. Then Linquist will suggest it is your chance to dispose of the three Skeetch craft. After destroying the three ships with pods (using about 250 ms of Stabilium in the process), get a surface view of the planet, then launch. Pick up nine Vantus wandering around. Try to ignore the Skeetch Explorer who is attacking you; by maneuvering cleverly, you can keep him at some distance and still pick up the Vantu and deliver them to the nearest Vantu outpost, probably at 84,048. They will suggest using one of their people for Communication, a character named Tyanuva, who completes your six-station crew. You may want to save just before assigning him to the Communication Post, for he can be a nuisance and you may prefer to play the game without him.

**THE SKEETCH DREADNOUGHT**

Visit Dodel for information on how to defeat the Dreadnought. He will tell you of his experience with the Dreadnoughts and to find the remnants of his ship, the Wirlick, at 156,066. He will give you a code to use (this is random, changing each time). When you find the ship, dock with it and take the Projection Weapon, which uses 100 ms of Stabilium for each shot. Also get the Engines, which are number five and will enable you to outrun any ship. You cannot get the fuel or other devices from the Wirlick.

You will probably find the Dreadnought at the outpost at 99,015. Be sure and have over 900 units of Stabilium. Save the game before attacking. Do not let the Dreadnought off the screen, or he will return fully equipped. If this happens, restore your saved game. To win, you must keep him on the screen and let his pods drop off. It may take four to nine Projection attacks to kill him.

**MINERALS AND ARTIFACTS**

The following planets have extensive minerals and other items to mine.

- 45,084: orbit 1 platinum, silver, other minerals
- 66,075: orbit 3, Galothia, Stabilium.009,057
- 105,054: orbit 1 & 2 good, orbit 4 unnamed planet
- 108,021: orbit 1, 102,042 two unnamed planets
- 54,084: orbit 1, 90,102, unknown planet
- 09,057: orbit 1
- 123,027: orbit 4
- 156,051: orbit 2
- 147,075: orbit
- 63,051: orbit 2
- 54,084: orbit 1
- 75,090: orbit 4
- 93,117: orbit 1, humans
- 45,084: orbit 1
- 105,054: orbits 1 and 5

# REALMS OF ARKANIA



## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (640K,  
80286+, hard disk,  
256-color VGA.*

*Supports: mouse,  
AdLib and Gold,  
Sound Blaster and  
Pro, Thunderboard,  
Roland, Pro Audio,  
Tandy internal)*

## COMPANY

*Sir-Tech*

**A**DAPTED FROM A GERMAN PENCIL AND PAPER GAME, THIS TALE TAKES PLACE IN THE TINY LAND OF ARKANIA. ORCS ARE INVADING ARKANIA AND YOU MUST STOP THEM, BUT FIRST YOU MUST SEEK OUT THE BLADE OF DESTINY AND FULFILL NUMEROUS OTHER QUESTS. THE INTERFACE AND GRAPHICS ARE VERY REMINISCENT OF *MIGHT AND MAGIC*, BUT ARKANIA HAS ITS OWN UNIQUE ATMOSPHERE AND STORY AS YOU GET MORE DEEPLY

INVOLVED IN THE QUEST. THE EXACTING DETAIL OF THE CHARACTERS' TRAITS AND SKILLS, COUPLED WITH AN EXTENSIVE MAGIC SYSTEM AND AT LEAST ONE NON-PLAYER CHARACTER IN EACH OF THE 70 TOWNS, GIVE THE GAME DEPTH. WIZARDRY FANS IN PARTICULAR SHOULD ENJOY THIS ONE.

## THE SOLUTION

### CHARACTER CREATION

Success depends on your choice and development of characters. You need a strong force of fighters, mages and priests. Begin with Novice mode and use the preselected band of warriors. You can also create additional members as a back-up or second group.

If you create your own, use a dwarf, warrior, ice elf, green elf, druid and a magician. The dwarf should lead the party: give him high courage, charisma, strength and lock-picking skills. After you begin gaining experience and advance a level, use the extra points carefully.

You can get extra money by clicking on "change attributes," then on "archetype." You will have the same options as before, but will reroll the money factor and get up to an extra 200 gold for the dwarf, giving him a total of 400.

To receive a miracle, such as resurrection by the Goddess Tsa, you must donate at Temples and never plunder shrines or dead bodies. Healing is done at the Temples of Travia and Peraine. To boost combat skills or have weapons blessed, visit the Rondra and Ingerimm Temples.

Pick up an NPC as soon as possible; they're found in many towns. If you lose a lot of characters at the outset, start over: you are not strong enough to survive, or should avoid the most dangerous places until you are stronger.

Traits and skills are more important in Advanced mode than in Novice. Charisma is a factor in cities, so the party leader should have plenty. In dungeons, fighters and characters with lock-picking skills should go first. In the country, use the character with the highest nature skills.

### WEAPONS, ARMOR AND GEAR

Get an axe for your dwarf, a bow and knife for the druid, crossbows and swords for elves, and a broadsword for your warrior. Give Acceleratus spells to spellcasters. The dwarf should have Perception spells. When you have extra points, increase their Fulminictus and Acceleratus spells. Build up your magician by teleporting and with Penetrating spells. Buy boots, armor and helmets for all. When traveling cross-country, you need ropes, hammer and an axe. When buying and selling, use your best Haggle skill and be nice to the storekeeper to get better prices.

### HEALING AND CURING

Give each character four leaf loneberries; you can carry 99 in a slot. Try to get some Whirlweed, which restores ten life points. Tamel restores one life point during sleep. Belmart neutralizes disease, and Armon increase body skill values. Use Shurin bulb poison on all swords and daggers. Deceased characters can be resurrected at the Temple of Tsa in Thorwal: donate, then pray for a miracle.

### COMBAT

Keep the fighters two paces in front of the spellcasters. Elves can cast Lightning to blind opponents, and the magician can circle and use Fulminictus and Ignifaxus. Then drink potions to restore their life levels. If you need to rest, gather herbs in the countryside; sell them, using the character with the best Haggle skill.

If overburdened you can't fight well, so don't try and carry too much. Take what you need and return for the rest after selling what you are carrying. You don't have to slay everyone to defeat them: provide an escape route, and many will flee. If you want a fight, sleep without setting a guard. This is a sure way to build experience.



## THORWAL

Talk to everyone in the taverns. When you learn that the Hetman wants volunteers, visit him in the south portion of the city. He wants you to go to the southwest section of the city about investigating the theft of supplies. Ask him about compensation, and he will give you a writ on the Thorwal Armory, where you can get weapons and armor.

## THE BRIGANDS

You must explore and dispose of the Brigands that have taken over the dungeons under the Fortress. Shout at the guard and enter. Watch your stats and don't venture into the lower regions until you are stronger. Be sure you have Wand Spell Two, which generates light. Brigands have 5-10 hit points, the leaders about 11,

The Fortress' entrance is in the city's southwest corner, and you enter the dungeon in the southwest corner of the Fortress. When you find the supplies in the dungeon, take only what you need now. Later search the whole area and get everything, selling what you don't need. Don't plunder the Shrine Altar.

In the north-central area is a supply of food. Directly south of this room, through a trap, is a lot of equipment that includes tools, ropes, torches and oil. There is a treasure chest in the northwest and northeast corners (six Brigands must be dispatched here). Enter this room from the west. There is a walkthrough wall on the north side. Avoid the southeast corner: a trap and pirate await you there.

On level two you are attacked and find considerable loot. On level three, just north of the stairs up, avoid the room in the northeast corner, as it holds a trap and a death pit. On level four, a shaft leads up to a Smithy in Thorwal's northeast corner. Unless you want to earn experience points, avoid the fifth level.

## GENERAL

You may complete the following steps in any order, but it is most efficient to use the outdoors map and circle through the towns as listed. Some elements may be random in different games, but this solution should get you past minor variations.

There are many optional quests not covered here. If you circle the towns marked on the map, you will encounter Abandoned Mines, Dark Mage's Ruins, Daspota (full of pirates and treasure in each house). In the battles at Daspota, you are faced with a second wave of attackers. Clean out one house, then go to Varnhome and save your game at the Temple. Sell off your loot, get supplies and return. There are seventeen houses, and the Card Den is good too.

Other side quests involve the Goblin Cave, Hyggelik's Cave, Pirates Cave on Manrek Island, and the Ship of the Dead. (See Conversation in Thorwal: Ardora of Gryphon's Ford may be held captive here on the third lower deck). There is a Riddle whose answer is "Marbo," several magic amulets and treasure).

## THE FIRST MAP PIECES

The Hetman will suggest you see Isleif Olgardsson in Felsten. First go north to Angbodirtal.

## ANGBODIRTAL AND ÖTTRJE

Talk to Beon Hjalsson in the eastern part of the city. You must become abusive to get his map piece. He refers you to Hjore Ahrensson, Ragna Firunjasdotter and Swafnild Egilsdotter. Do not mention the Hetman to Hjore Ahrensson, who dwells in Otrrje. His map portion is a

bad copy, but he refers you to Beon Hjallasson, Yasma Thinmarsdotter and the town of Phexcaer.

FELSTEN

Isleif Olgardsson lives in a single house in the southern edge of the city, and he will give you a map piece.

MOST PROMINENT NPCS

These are mentioned now because you will need an NPC and will be near some of them at this point.

Gollbrinck: 4th level rogue found in the "Down the Hatch" bar in Manri.

Nariell: a 6th level huntress who frequents a tavern in Clanegh. In combat she uses missiles and a spear.

Ardora: a 7th level She Rogue found in Thorwal in the back of the Four Winds Tavern, she is an excellent haggler. After she leaves, you can increase your stealth points. You can also hear all about the Death Ship here.

Garsvik Thorfinsson: this level five warrior is in the "Sperm Whale" in Prem.

Curian the Dubious: a 9th level Mage who hangs out at "Alik's" Tavern in Overthron, he will use spells and then joins in on the melee.

Harika: a level seven rogue found in the "Snapper" in Phexcaer. She is a good fighter who works well with the party.

FELSTEN TO ORKANGER

On the trip from Felsten to Orkanger you will be attacked by bandits, but can find their camp and ambush them if you wish. Near the end of this trail, you will locate a Goblin Cave.

Going from Thoss to Liskor, you will see a monument to an Orc God. Use a raft, cross the river and destroy it, and the Gods will favor you. In Thoss, Ysma Thinmarsdotter will tell you where to find a map fragment. She lives in the house across the street from the "Lusty Bull" Inn. She also refers you to Hjore Ahrensson and Umbrick Sevenstones. Ysma will tell you about the Dark Mage.

DARK MAGE RUINS

There are three levels. You enter in the southwest corner. Defeat the Orcs and get the bag of dust. Use it in the northwest section to open a door. Chute down one level, use the dust, and go through the new door. Go north, where an elf woman will give a vial of Elixir of CR (+5 CR). Then head south, east and west through a door. Now go north, east and south through a door, then south through a door. You will be attacked by a sorcerer and an orc; south of them are stairs down.

On the third level is an Elixir in the northwest corner of the room where you arrive. Go east out of this room, and you will be teleported east to the wall. Turn around, face west, take the first opening north and go through the north door. Head east past an opening, then go north, where you will again encounter a sorcerer and an orc. Take the east door and encounter the Dark Mage. After finishing him off, you will get an Amulet +5 CR and the map piece. Return

and take the first door south to find a treasure chest.

### SEVENSTONES AND GORAH

Umbrik Sevenstones is a druid from Orvil who wants you to handle a project for him. Do so and return, and he will give you a letter of introduction to Tiomor Swafnildsson in Brendhil, on the island of Manrek in Hjalding Gulf.

Erwoof lives on Manrek. He wants you to slay the dark druid Gorah and bring him Umbrik, the rune-covered bone, as proof. Gorah has 55 life points. He is found on the route from Ottarje to Orvil. When you see him in his forest, attack at once and kill him quickly. Otherwise he will call up monsters. Search his cabin and get the Umbrik. You will discover many recipes, potions and magical artifacts. There is also a wolf lair along this road.

### ELIANE'S QUEST

Eliane Windenbek lives in Varnhome and will also send you on a quest. Upon completion you will get a map part. She lives in the northwest, facing north on the way to Daspota, but to visit her you must ask about her in any Varnhome tavern. She will also tell you about Hyggelik and other contacts.

Her quest is to destroy the Temple to the God without a name. You will enter from the south. On this floor are ten statues; destroy them all, but don't touch them. Don't worry about the southeast section. In the southwest are three statues; destroy them, but do not go north in this room. Return to the entrance and go north, then west and destroy the two statues. Go west at the north end of this room, then south and pull the lever. (There is a crossbow trap between the two statues.)

Return to the central room and smash four statues. In the southwest corner of this room is a trap door. Go west through the northwest door, where there is one more statue to the south, then go through the bottom west door and open two treasure chests. The top west door takes you down one level.

Go south and destroy three statues. There is a trap here, unless you deactivated all west side traps with the lever on the first level. Move south, do not touch the lever, and open another treasure chest. Go south and destroy one statue. Now head east to demolish one statue; priests will attack you here. In the northeast corner of this room is a lever. Split the party and have one character pull the lever down and hold it down until you come back. Go east and go north at the first chance to two rooms. The first has one statue, the second a treasure chest, plus a crystal on top of a chest (it must be destroyed by a Destructibo or Ignifaxus spell).

Return to the southern hallway. At the east end of the hall is one statue. Go north, staying alert for a trap door just north of the entrance. Continue through the north into a hallway to another statue, then further north to the opening created by holding the lever. Follow the hall east and north to a statue. Go east and destroy six statues; smash the altar too. Take the small statue from the altar. Move east, kill the High Priest, and go south to another chest. Now exit and return to Eliane.

### SKJAL

Jurge Thorfinson lives in almost the middle of Skjal. He sends you back to Thorwal to get a letter from the Hetman and will give you a map piece for it. You may be able to enlist him. He will also refer you to Yasma Thinmarsdotter, Raga Firunjasdotter, Swafnild Egilsdotter and Algrid Trondesdotter.

### VIDSAND

Ragna Firunjasdotter from Vidsand refers you to Isleif Olgardsson, Swanfnild Egilsdotter

and Jurge Thorfinsson as well as the town of Phexcaer. She will give you a part of the map if you politely ask to see it.

**HJALSINGER**

Algrid Trondesdotter of Hjalinger has sold his portion of the map to Treborn Kollberg. She refers you to Tiomar Swafnildsson.

**CLANEGH**

Treborn Kollberg is a travelling merchant who will sell his part of the map for 60 ducats. If you don't meet him travelling, he'll probably be in a Tavern here.

**GUNDRIDSSON**

Olvir Gundridsson is a travelling skald you may meet anywhere. He doesn't have a map piece, but will tell you three names if you listen to his songs.

**SKJAL**

Swafnild Egilsdotter is Skipper of the "Pride of Hjalland." She is found in a harbor, but the location changes from game to game. After you visit her twice, she will remember that she has part of the map and will suggest you go back with her to collect it. She also brings up the names Beon, Ragna and Tiomar.

**BRENDHIL**

Tiomar Swafnildsson will give you a map part if you bring him a letter from Umbrik Sevenstones. Also mention Jurge Torfinsson and Isleif Olgardsson.

**HERMIT'S LAKE**

The last piece of the map comes from a Unicorn near Hermit's Lake. Be very calm and don't anger the Unicorn or draw any weapons. After about a week the Unicorn will reappear and deliver a map fragment. On the way to the lake, watch out for the swamp and do climb to the top of the needle. Use only good climbers, or you could lose someone. At the top you will gain a lot of information.

**THE ORC CAVE**

After collecting at least seven map fragments, go to Phexcaer. From Skelellan you will find the road, even if it is not shown on the map. Along the way you will find an Orc Cave. Enter and explore for a document. Destroy all weapons you can't use, including incendiary ammunition and a cannon. You will enter on the southwest corner and must go north through two locked doors, then east. Open this door for two treasure chests.

Now go southeast to a door, then west through another locked door. You will be in a large room, where a chest is in the northeast corner. Put a character in charge who understands Orcish: the chest will ask a question, whose answer is "Tairach." The chest contains a disk with a moon on it, which is needed for the final battle.

As you go south from this room you will pass a lever. Split the party and have someone pull and hold the lever, then continue. South of this is a trap that throws spears. In this room are three treasure chests. One must be unlocked with a heavy bronze key; forget it if you don't need money. Also, the route to Hyggelik's Ruins starts along this path, but you won't be aware of its existence unless you have enough map parts.

**THE BLADE OF DESTINY**  
.....

After collecting enough map pieces (the number may vary from game to game) and the document from the Orc Cave, start seeking the sword "Grimring, the Blade of Destiny." On the road from Vinhome to Phexcaer, look for the Dragon Oak, which you won't see without the map pieces and document. When you get on the right track, the Hyggelik ruins, housing the undead, will open up to you. After getting rid of the undead Hyggelik and his companions, you will have the sword Grimring.

**THE FINAL BATTLE**  
.....

Now you must prepare for a final battle. March toward Hermit's Lake, where you will encounter a huge Orc Army. Choose a champion and fight the last battle.



# RETURN OF THE PHANTOM



**TYPE**

*Animated adventure*

**DIFFICULTY**

*Novice*

**SYSTEM**

*IBM (Required: 640K, hard disk with 12 megs, 286/16 MHz +, VGA. Recommended: 386/20 MHz + and mouse. Supports: Ad Lib, Sound Blaster, Roland)*

**COMPANY**

*Micro Prose*

U

SING THE REX NEBULAR GAME SYSTEM, THIS QUEST CASTS YOU AS THE INSPECTOR WHO INVESTIGATED THE PHANTOM OF THE OPERA THAT HAUNTED THE PARIS OPERA HOUSE. THE PHANTOM HAS COME BACK TO CREATE MORE HAVOC, AND YOU'RE ASSIGNED TO THE CASE ONCE MORE. WHILE THE

GRAPHICS ARE ATMOSPHERIC AND THE SOUND EFFECTS ENTERTAINING, REAL PUZZLES ARE SCARCE. IN MOST CASES YOU SIMPLY TALK TO PEOPLE

AND FOLLOW A VERY LINEAR STORY. EVEN THE CHALLENGING MODE IS A PUSH-OVER FOR EXPERIENCED ADVENTURERS.

## THE SOLUTION

## GENERAL

The hardest part of this game is getting around in the catacombs, so maps are provided for the novice and challenging modes. There is no significant difference in plot or puzzles between the novice mode or challenging mode. In challenging mode, hints in text are not so evident, there are many more rooms to the catacombs, and the name of the piece you play on the organ changes. Also, in the catacombs you can use the colored frames by leaving them on the floor to mark your path in challenging mode. When talking to a character, use all text options before leaving the conversation.

## THE CHASE IS AFOOT

In theatre, talk to manager. Go to trap pit and look through prompter's box. Push prompter's stand under trap door. Pull lever on wall (opens trap). Go through trap and exit stage left. Talk to Charles. Go to backstage circular staircase and climb stairs (sandbag drops). Look at sandbag. Climb stairs. On catwalk, go west to chandelier. Take large note on chandelier cable.

## MEETING THE WOMEN

Go to second floor dressing rooms and look at paper on bulletin board. Enter dressing room and talk to Julie Giry. Go to third floor dressing rooms, entering and talking to Christene Florent (getting note).

## COMPLETING THE EVIDENCE

Go to library. Look at glass case. Look at left bookcase. Take book. Go west and talk to Monsieur Brie (getting note; woman will scream).

## CHASING THE PHANTOM

Reenter Christine's dressing room (Julie tells you of murder). Return to circular stairs, up to catwalk and west (Phantom attacks).

## GATHERING YOUR MATERIALS

Backstage, take cable hook by wooden crate. Take red frame and lantern in prop room. Down. Take rope (on crate). Attach cable hook to rope. Go to catwalk and take blue frame. Go to stage right and take yellow frame.

## THE CAST FROM THE PAST

Go to trap pit and talk to Jacques. Go to grand foyer and talk to Degas. Go to office and talk to Richard (getting notes).

## GETTING INTO BOX 5

Go to balcony boxes and talk to Madame Giry. (If you have all three frames, she opens Box 5). Enter Box 5. Look at left column. Take crumpled note.

**VISITING CHRISTINE**

Returning backstage, you should hear Christine singing. Go to third floor dressing room and talk to Christine. Exit room when violin plays. Take fire axe from wall (chops down door).

**A NIGHT AT THE OPERA**

Go to theatre entrance and get reserved ticket from ticket clerk. Open envelope and read piece of paper. Go to balcony boxes and give ticket to Giry. Enter Box 9 and take a seat (Christine's abducted).

**THE ABDUCTION**

Go to trap pit and take skeleton key on floor. Look at Jacques' body and prompter's stand. Go to Box 5 and use key to unlock column. Open panel and enter. Go to lower level and turn on lantern. Enter catacombs.

**THE CATACOMBS**

(Directions are for challenging mode; you follow almost same route for Novice mode but get to switch panel much more quickly. Also, there are no more catacombs after the switch panel in Novice mode.) N. E. E. N. N. E. E. E. W (at Lake). W. N. N. W. N. W. N. E. E. S. E. E (far side of lake). E. E. N. (See map if you go astray.)

**SWITCH PANEL; COBWEBS**

Take sword. Use switch panel. Spell Erik (Keys 5, 18, 9 and 11).N. Use sword to attack cobweb.

**MORE CATACOMBS**

N. W. W. W. N. E. Walk through right door.

**PICTURE PANELS, FIRE ROOM**

Turn panels to display phantom's mask (trap door opens). Use rope with hook to grapple trap door. Climb rope.

**ORGAN ROOM**

Take sheet music from organ. Sit on bench. Challenging mode: Play Little Fuge in G Minor. Novice: Play Gigue from French Suite #5. E.

**SARCOPHAGUS**

Use key to unlock skull face. Push fourth skull from left (opens sarcophagus). (Christine gives you ring). Wear ring. W.

**FACING THE PHANTOM**

Use sword to attack phantom. W. Take oar. W. Climb into boat. Return to balcony box (Phantom attacks again). Enter secret panel. Climb ladder to upper level. Go across catwalk until you hear Christine's scream. Climb down chandelier cable. When fighting, push cane, then take his mask.

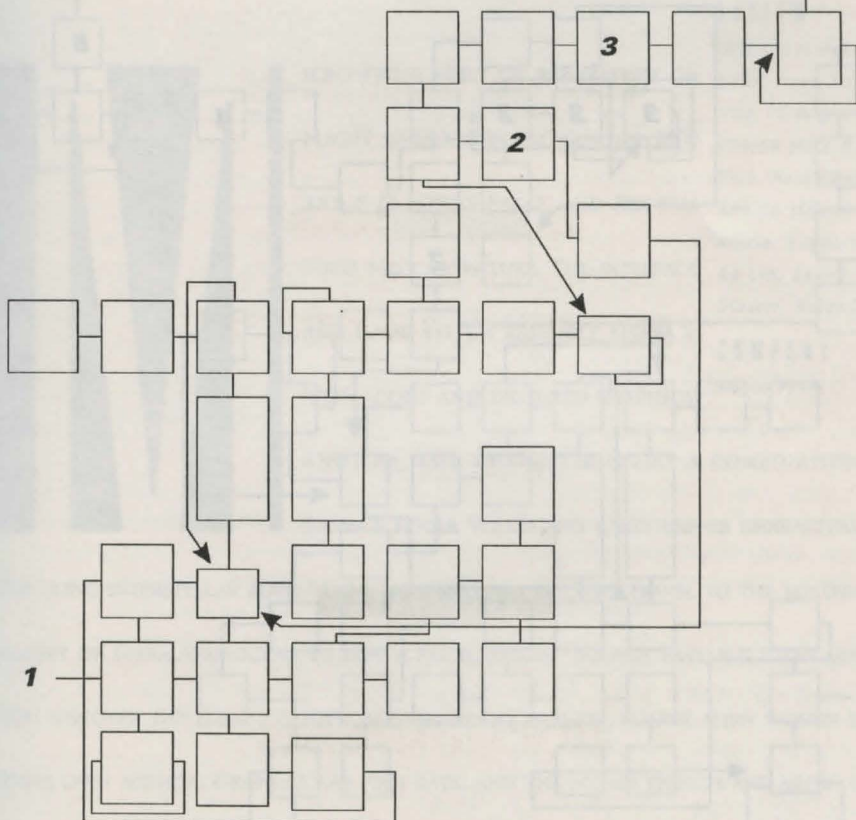
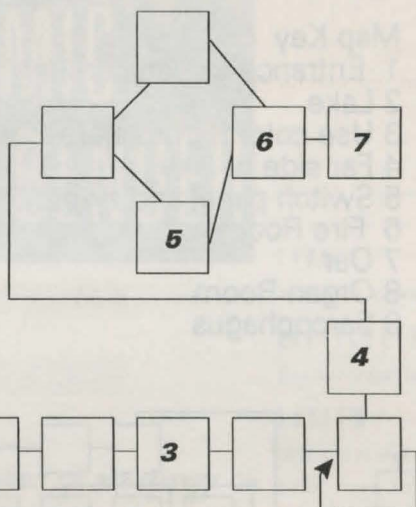


# Return of the Phantom

## Catacombs: Novice Level

### Map Key

- 1 Entrance to Catacombs
- 2 Lake
- 3 Far side of lake
- 4 Switch panel and sword
- 5 Fire Room
- 6 Organ Room
- 7 Sarcophagus

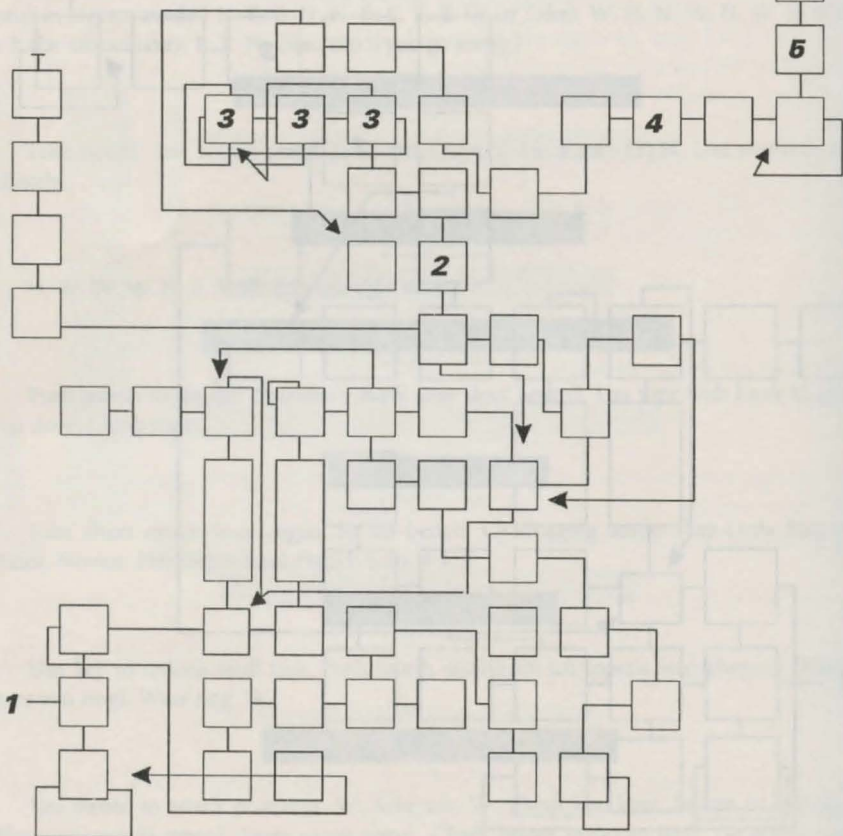
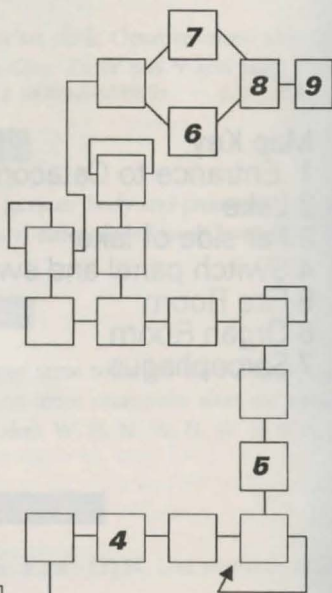


# Return of the Phantom

## Catacombs: Advanced Level

### Map Key

- 1 Entrance to Catacombs
- 2 Lake
- 3 Use color frames here
- 4 Far side of lake
- 5 Switch panel and sword
- 6 Fire Room
- 7 Oar
- 8 Organ Room
- 9 Sarcophagus



# REX NEBULAR AND THE COSMIC GENDER BENDER



## TYPE

*Animated adventure*

## DIFFICULTY

*Quester-adjustable*

## SYSTEM

*IBM (Required: 640K, hard disk with 12 megs, 286/16 MHz +, VGA. Recommended: 386/20 MHz + and mouse. Supports: Ad Lib, Sound Blaster, Roland)*

## COMPANY

*Micro Prose*

MICRO PROSE BUILT ITS REPUTATION ON FLIGHT SIMULATORS LIKE *GUNSHIP 2000* AND *F-15: STRIKE EAGLE*, AND REX WAS THEIR FIRST ADVENTURE. THE INTERFACE AND GAME SYSTEM RESEMBLE SIERRA'S, WITH ICONS AND DIGITIZED GRAPHICS, AND THE MAIN CHARACTER IS LIKE A COMBINATION OF SIERRA'S ROGER WILCO AND LARRY LAFFER CHARACTERS. AS

BUNGLING INTERSTELLAR ADVENTURER REX NEBULAR, YOU WILL TRAVEL TO THE MYSTERIOUS PLANET OF TERRA ANDROGENA TO FIND A PRICELESS VASE. SOUNDS EASY, BUT UPON ARRIVAL YOU DISCOVER THE PLANET IS POPULATED SOLELY BY WOMEN...BIZARRE ALIEN WOMEN WITH THEIR OWN AGENDA. GRAPHICS ARE FIRST-RATE, AND THE SOUND EFFECTS AND MUSIC CONTRIBUTE TO THE COMEDY WITHOUT GETTING IN THE WAY. PUZZLES ARE OBJECT-ORIENTED AND

BASED ON A WIDE VARIETY OF SITUATIONS THAT KEEP YOU ENTERTAINED EVERY STEP OF THE WAY. YOU MAY CHOOSE FROM THREE DIFFICULTY LEVELS, AND A NAUGHTY OR NICE SETTING. AN IMPRESSIVE FIRST FOR MICRO PROSE.

## THE SOLUTION

### GENERAL

You can't be killed, so try out anything that appears dangerous. This solution follows the Novice mode with variations in the Expert mode noted in italics. The Advanced mode will fall somewhere in between.

### TRANSPORTERS

These numbers differ depending on which mode you are in, and may be random, so write them down for future reference.

### UNDERWATER

You start out with your Log. Open access panel. Get Shield Modulator. Look at the view screen. Go through door to Life Support Section. Get Binoculars. Open refrigerator and get Burger. Continue through next door and get Timer Module and Rebreather. Return to ladder and exit ship. Swim east, south, east. Pick up a Dead Fish along the way. At Tunnel entrance, give dead fish to monster. *EXPERT: Put burger in dead fish and give stuffed fish to monster. Go through tunnel and exit.*

### VILLAGE

Go north and west from Lowlands to Witch Doctors Hut. Enter. Get Blowgun and Poisoned Darts. Exit and continue west. Monkey will appear and steal your binoculars. Continue west and talk to Native Woman. The one key answer is 'throw forks from kitchen'. She will take you into hut. When she leaves, grab a Twinkiefruit. Exit. Try going north.

Return east to Lowlands. Try going north. Go east to Palm Tree. Hose down monkey with blowgun. Get binoculars. West. Put Twinkiefruit on leaves over pit. *EXPERT: At palm tree, get plant stalk. Put poison darts in. At pit, take pile of leaves and put on pit.*

Proceed north to Hut with Stone Tower. Get Bones. Climb tower. Look at Strange Device with binoculars. Note number to activate Teleporter. Go north. If Zatox is there, return when he leaves. Enter Teleporter. Note number. Punch in first number.

### UNDERGROUND FORTRESS

While in Cell talk to west wall. Open vent. While in Medical Facility talk to Intern. When Intern leaves, get Scalpel. Talk to Dr. Slache. Tell her how healthy you are. When back in Cell #4 pry the vent with the scalpel. Go to Cell #3 and talk to Sauropod. Proceed west to Security Station and open grate. Enter room.

Sit at desk. Push green and red buttons until cells unlock. Go east to Cell #2 and get Security Card. Continue east to Medical Facility and try to take the Tape Recorder. You will end up with an Audio Tape. Return west past Security Station to Corridor. Go north to Security Room. Get Tape Player. Put audio tape in and activate. Write down formula for Bomb. Take

Guards Arm off of floor and put on hand scanner. Door opens. Get your stuff. North to Teleporter. Check dead guard. Take the Credit Card. Return south to Corridor.

Go west and walk up ramp to Gender Bender. You will be transformed into a Woman. Go to Teleporter and teleport back to the Village. At hut where you got Twinkiefruit, go north. Talk to woman. Ask her about the vase. Ask her for the Roast Chicken. Take it. Return to Underground. Go south to Corridor.

**AT THE BAR**

Go south and enter Bar. Take Repair List from pocket of person sitting at end of bar. Read for two more transporter numbers (described as 'Need Minor Adjustments'). Sit at bar. Talk to bartender. Buy Alien Liquor. Exit and continue south to Armory. Use security card on slot. Get the Target Module.

Continue east to Storage Room and put card in slot. Get the Charge Cases. Exit and go to Lab. Get Petrox, Lecithin and Formaldehyde. Mix ingredients in Kettle following the formula you read. Take the Explosive. Return to Gender Bender and change yourself back to a man. Go to Teleporter and use second number on list of teleporters that 'Need Minor Adjustments'.

**ABANDONED CITY (MACHOPOLIS)**

Go west. Enter car. Bring up controls. Select Sandbar Restaurant. Enter restaurant. Get Fishing Rod and Padlock Key. Disassemble rod for Fishing Line. *EXPERT: Open cash register.* Return to car and go to Abdul's Service Station. Go in side entrance and get Polycement and Rearview Mirror. *EXPERT: Throw bone over fence. Go in side entrance. Throw bone in danger zone under car. Push lift button down.* Exit and go to Kane Lab.

**IN THE LAB**

Enter Lab and pull lever on Laser Cannon. Put mirror in laser beam. Exit. *EXPERT: Go to Machprose Software and get penlight on counter. Open for Durafail cells.* Exit and go to Residential. Enter Bruce's place. Go east. Get Compact and Note. Read note for combination to safe. Open safe and get Door Key. *EXPERT: Get compact and put in laser beam.* Exit and go to Williams Bypass. Unlock Control Box with padlock key. This will lower the boat. Go to Buckcluster Video.

Unlock door with door key. Get Phone Handset. Disassemble to get Phone Cells. *EXPERT: Put Durafail cells in handset. Put handset on cradle. Exit. Return. Get handset. Open. Get charged cells.* Exit and walk to Alley. Give cells to Hermit. Get Fake ID.

**SLEDGE MALL**

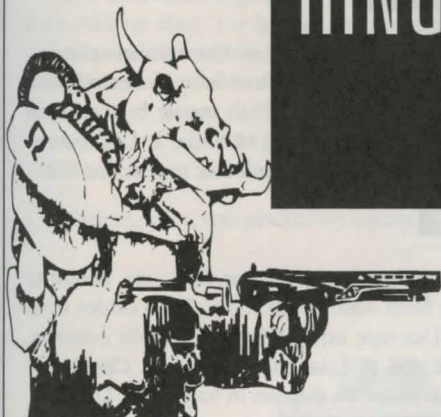
Cruise on to Sledge Mall and put fake ID in east Maintenance Elevator slot. You will now be standing on the Maintenance Platform. Tie fishing line to Hook on Pylon. East. Get ID Card. Drive to City Security. Put ID card in slot. Take Detonators. Return to Restaurant and take fishing line. Attach line to boat.

Go to north Sea Window. Put detonators in charges. This will give you two Bombs. Put timer module on bomb to produce a Time Bomb. Put Time Bomb on ledge. Return to Maintenance Platform. The City will flood, and a boat will appear. Pull the fishing line and climb in the boat. The Sea Monster will appear. Put bomb in chicken. Throw Chicken Bomb at Monster. Go north to Governors Penthouse. Enter. Try to take the Vase. Exit. Go south. Get the Bottle. Fill bottle with water (1/2 full). Return to Penthouse and put the bottle on the pedestal. You will now have the Vase. Enter Teleporter and punch in first number on Repair List under 'Need Minor Adjustments'.

## SPACE PORT

Walk east. Look at damaged ship. Get Remote. *EXPERT:* At control panel, push buttons 1: timer, 2: remote, 3: timer, 4: start timer. Exit panel. Walk east. Walk east. Wait. Walk west. Get remote. Go to Control Panel. Press Remote button. Go east to good ship. Enter. Use polycement on crack in windshield. Go in Service Panel. Install Shield Modulator and Target Modulator. Exit Panel. Activate Remote. Pull Throttle. Collect your reward.

# RINGWORLD



## TYPE

Science fiction  
animated adventure

## DIFFICULTY

Novice

## SYSTEM

IBM (Required:  
286/16+, DOS 5.0,  
640K, hard disk,  
VGA; MCGA not  
supported.

Supports: Roland,  
Ad Lib, Sound  
Blaster, Pro Audio)

## COMPANY

Tsunami

**T**SUNAMI'S FIRST GRAPHIC ADVENTURE WAS BASED ON THE UNIVERSE CREATED IN LARRY NIVEN'S RINGWORLD NOVELS. IT'S A "SEQUEL" TO THE BOOKS RATHER THAN AN ATTEMPT TO DO A COMPUTER GAME ADAPTATION OF THEM, BUT THE GRAPHICS ARE MORE IMPRESSIVE THAN THE PLOT OR PUZZLES. IT PUTS YOU IN THE MIDDLE OF AN AGE-OLD CONFLICT BETWEEN HUMANS AND A HUMANOID

YET CAT-LIKE SPECIES CALLED THE KZINTI. THEY HAVE FINALLY UNITED TO BUILD A SUPER-FAST SPACE SHIP, THE HYPERDRIVE II, AND YOU MUST PREVENT THE SHIP'S DESTRUCTION AS WELL AS A PLAN TO WIPE OUT A PLANET THAT IS HELPING IN ITS DESIGN. THIS IS ACCOMPLISHED BY SEARCHING FOR "STASIS BOXES" SCATTERED AROUND THE UNIVERSE, SO RINGWORLD IS ESSENTIALLY A TREASURE HUNT. THE PUZZLES AND SIMPLE ARCADE SEQUENCES SERVE MORE AS AN EXCUSE FOR DAZZLING GRAPHICS AND SOUND EFFECTS THAN AS ENTERTAINMENT IN THEMSELVES.

## THE SOLUTION

The numbers, such as "2. 1.", in this solution correspond to the menu's dialogue response to use at that point. In some cases, "Any response" indicates that it doesn't matter which you choose.

### W'KKAI RIFT

Pass hand over doorbell beam. Give ring to Iacch. 1. Any response. Use stunner on assassin. 5. Enter hover car. Put disk in car slot. Select message. Push slave button. Remove disk from slot. Exit hovercar. Enter second empty car. Put disk in slot. Push master button. Push throttle. At guard post, 2. Use stunner on guards. 2. When you find Miranda, 1. Use stunner on Miranda. Connect cords by consulting the documentation. 2. Put infodisk in Autodoc slot.

### CAMP

2. 2. Talk to Rock. Return to ship. Go to Deck 2. Use food replicator. Select ale. Return to Rock's dwelling. After Rock's daughter, get rope from wall. Leave room. Take ladder from Rock's room. 5. Use ladder against building wall. Use rope on rock between smoke columns. Climb in left smokestack. Look at diagram on back wall. 5. Take priest's necklace. Climb rope back out. Climb down ladder. Arrange icons on table based on diagram in holy room. Use comunit on ship.

### CAVERNS

Talk to Seeker. 2. Go to Deck 2. Go through north door. Take medkit. Return to planet's surface. Enter cave (getting caught). In jail, take sharp bone on floor. Use medkit on Seeker. Enter hole in ceiling. Use sharp bone on heavy cord (holding up trapped bat); avoid floor trap when approaching cord. West (getting caught again). Enter ceiling (again). Follow bat. Use stunner on ghouls. Talk to bat. Push rock on side of pillar. Take stasis box. Go to large rock covering entrance to cell. Move large rock (freeing Seeker).

### FIELD OF SUNFLOWERS

On ship, 1. Use computer: look up "stasis field." Go to Deck 1 and talk to crew. If you fly probe, arcade sequence takes you across field to box. If you're not any good with arcade sequences, back down and Seeker will fly the probe. Result is the same.

### BEACH

After talk with Skeenar, return to ship. Go to Deck 2, wear pressure suit in north room. Exit through lock and enter lake. Back in ship, remove suit. Go to Deck 1. Use flycycle activator on left wall. Talk to old man. Use stunner on old man. Pull cork on barrel. Examine transfer tube on wall. Take key from transfer tube. Take jar from table. Take book on far right shelf (getting combination). Save game. Examine stool. Turn stool number indicated by combination (right, left, right). Use key on lock. Take translator box. Use jar on green goo. Return to beach. Give box to Skeenar. Give green goo to Skeenar. Return to Deck 1, use probe controls. Take mechanical hands. Give mechanical hands to Skeenar. Take box from Skeenar.

### PALACE

Talk to creature at beach (getting clothes). Walk to city. In palace with overseer, take straw. In dining area, take dropped tunic. Go to guard at private chambers, show tunic to guard. Go north to wardrobe. Knock on panels of wardrobe, finding hollow one. Move arrow on statue on



column. Take scimitar and short sword. Use short sword on carving in right-most column. Take headpiece. Take candle from candelabra. Put straw on bed. Use candle on straw. Exit bedroom. Go to balcony. Use com-unit.

**CAMP II**

Use stasis field negator on ship. Open small access panel. Align tiles to make diagram of stars. Pick up alien. Put helmet on alien (getting key device). Examine ship. Use key device on locked panel. Use stasis box on energy sphere. Take stasis box. Take modules from storage slots. Exit. Talk to alien. Use neural wave neutralizer on alien. Put alien back in ship (sealing him in).

**END GAME**

Back in space, use module on enemy ship.





# SPACE QUEST V: THE NEXT MUTATION

## TYPE

*Animated adventure*

## SYSTEM

*MSDOS (Required: 640K, 12MHz 286+, 256-color VGA or 16 color EGA, hard drive with 8.2MB.*

*Recommended: 33MHz 386+ and mouse. Supports: mouse and joystick; Thunderboard, Pro Audio, Ad Lib, Sound Blaster, Roland, Sound Source)*

## PLANNED CONVERSIONS:

*color Macintosh, IBM CD-ROM*

## COMPANY:

*Dynamix/Sierra*

**T**HE NEXT MUTATION POKES FUN AT STAR TREK, STAR WARS AND A STARFIELD OF OTHER SCIENCE FICTION FILMS AND TV SHOWS. CAPTAIN QUIRK, ENVIOUS OF ROGER WILCO'S PAST SUCCESSES, HAS ROGER ASSIGNED TO A GARBAGE SCOW THAT RESEMBLES A BIG VACUUM CLEANER IN SPACE. AS ROGER, YOU MUST STOP QUIRK'S ILLEGAL TOXIC WASTE RACKET, FIGHTING BATTLE ANDROIDS AND HORDES OF KILLER MUTANTS EVERY STEP OF THE WAY.

YOUR OLD FLAME, BEATRICE CREAKWORM WANKMEISTER, MUST ALSO BE RESCUED, AND THEN YOU HAVE TO ASSIST HER IN A QUEST TO RID THE

GALAXY OF THE TOXIC WASTE DUMPERS. THE PLOT IS STRONGER THAN IN THE PREVIOUS SPACE QUEST GAMES, BUT THE GAME FEELS A LITTLE SHORTER THAN THE OTHERS. PUZZLES ARE OUTSTANDING IN THE WAY THEY FIT RIGHT INTO THE STORY. IN ADDITION TO THE USUAL SPACE

QUEST HUMOR, A VARIETY OF PUZZLES AND THE PLOT COMBINE TO MAKE *THE NEXT MUTATION*

A "MUST QUEST" ADVENTURE.

## THE SOLUTION

### GENERAL

Use the walkthrough in the game manual to get you on board the Eureka (garbage scow). Most destination coordinates are in the manual (copy protection). To beam up to a ship, use the comm device on yourself.

### EUREKA

Go through door into hallway. Open toolbox and get fuse, anti-acid tablet, laser torch and hole punch. You will have to move things around to find some of these.

Take elevator (button on wall) down to Pod Bay. Open two panels on right wall and get oxygen tank and rebreather mask. Use console to open elevator door. Go to command chair and sit.

### GANGULARIS

Talk to Flo and Droole. Tell Flo to hail Starcon. You will be given your orders. Tell Droole to lay course, 7-1-5-5-2 coordinates for Gangularis, light speed. When you arrive at destination, tell Droole to go to regular speed and activate RRS to recover refuse.

### SPIKE

The ship is losing hull integrity. Go to hallway and open waste compartment (button on wall). Spike will attack you, then leave. Go down to Pod Bay, then up and into Lab. Walk on left side of screen. Spike will attack again. Open specimen jar and put Spike in it. Put anti-acid tablet in jar. Close jar.

### PEEYU

Set course for Peeyu 9-2-7-6-7. Collect refuse. You will intercept a message from Maggot to Dungheep. Have Flo trace signal. This will give you the coordinates for Thrakkus (53284). Set course for KU.

### KU

Go to transporter in science Lab. Stand on and give order to transporter (talk to) to beam down to Kiz Urazgubi. Enter far left cave. Go east and north to tree. Fall off branch to pool below. Get branch and reenter left cave.

Enter next cave. Walk west to next cave. Quickly: jump across, up to boulder, use branch on boulder. Your timing must be just right on the boulder: you have to start when WD40 is in cave. Go back down to pool, then back up to tree. Go through log and use branch on fruit to set it swinging. Get fruit. Enter log to hide. When WD40 shows up, use the fruit on her backpack exhaust tube.

Exit log to left and get head. Down to pool to meet Cliff. Beam up to ship. He won't beam you up until you pick up Android Head. Exit Lab and reenter. Talk to Cliff and give him the Head. He will give you a ship opener from the Head.

## CLOAKING DEVICE

Beam back down to KU. Use device on you and enter cloaked ship. Stand on pad. Open panel on east wall. Open both N and S latches. Turn top *left* and bottom *right* dials. Press top *left* and bottom *right* panels. Turn bottom *left* and top *right* dials. Press top *right* and bottom *left* panels. Take the Cloaking Device.

Walk to pad. You will return to ship. Cliff will take device. Sit in chair and talk to Flo and Droole. Set coordinates 6-9-8-6-9 for Spacebar. Lightspeed, regular, orbit, beam down.

## SPACEBAR

When you arrive you are given a business chip. Sit with Flo and Droole. Wait. You will be given dehydrated Space Monkeys (look at). At Battle Cruiser game, click on quit (unless you're inclined to play the game). Cliff will be hauled off to Jail. Go east and note guards and force field.

Use transporter in bar and beam up to ship. Get Spike and beam down. Sit at table. Put Monkeys in drink. Go to cell area. Wait until guards leave. Go to the detention area. Use the hand icon to turn off force field. Walk to second cell, on left, half way down corridor. Talk to Cliff. Use Spike on bars.

Back in ship, talk to Flo and Droole. Set coordinates for Klorox II. Lightspeed, regular, orbit. No garbage here: you are stuck in orbit around Klorox II. Order Flo to "Hail ship" and ask WD40 for recommendation. WD40 will suggest you beam down to the surface.

## K L O R O X   I I

Walk down hill to the green house, the building with the hole in the side. Find computer console. Click on console with hand. When loogies start to fall, move your head: Left, R, L, R, L. Droole will show up and save you. Mutant will revert and talk to you. Look at flies. Take note on floor to left of console. Look at. Put hand on console. Enter combination. Read Activity Log. Return to beam down point. Walk through SW corner of screen. Look at hazardous waste can for coordinates to Genetic Lab (41666). Exit. Beam up. To chair. If you detect a homing beacon, don't beam down. There is nothing there now; return later.

## T H R A K K U S

To Thrakkus. To transporter. Use rebreather mask on yourself. Beam down.

Walk west up path, then NE between plants to Landing Pod. Look inside. Get frock. Push red button. Exit area and walk to west. Bea will show up. She will knock you off cliff. You will both be hanging on. Pukoids will appear. They will shoot at you. Give frock to Bea. Call ship. Grab vine.

## C R Y O G E N I C S

Press red button. Open Cryogenic Chamber. Pick up Bea and put her in Chamber. Close Chamber. Look at Chamber. Put setting on freeze and set time pad to 10. Press start. To chair and sit. Shields up. Say: 1. 'Evasive Action'. 2. 'Enter Asteroid Belt'. To Airlock in Pod Bay. Use console. Activate Rescue Pod. Use Pod.

## A S T E R O I D   B E L T

Note Radar screen. You are in center. Cliff is red dot. Your ship is green dot. Move pod left. When red dot is at due North, move north. When red dot is in exact center, move left until you

get the signal 'Target lined up'. Stop. Extend arm. Open claw. Close claw on Cliff. Move left. When green dot is due North, head north. Go to chair. Sit. Set course to 41666. Orbit. Beam down.

### GENETEX

You will arrive as a fly. Note comm device on ground. Fly west to keycard pad. Fly into. Move through beams. Access computer. Read all. Note cages and Nitrogen tank. Exit lab through keypad on upper door. Fly east. Fly towards east side of pond. A frog will jump out and trigger comm device. Look at device and talk to Flo. Fly west. Talk to Cliff. North to dumpster. Talk to Cliff. Touch garbage.

Return to keypad. Talk. Use hole punch on business chip. Punch out 5 holes: NW, NE, SE, SW, CENTER. Put chip in keypad. Walk into Lab. Touch BLACK opening on wall. Get Nitrogen tanks. Exit. Talk. Cliff takes tanks. Beam up.

### DEFROST

Pick answer: 'Initiate DNA reverse'. Look at Cryogenic Chamber. Look at panel. Select: defrost, 10, start. Open chamber. Get Bea. Put her on transporter. Talk to WD40.

### GINGIVITIS

To chair. Talk. Hit button on console to talk to Cliff. Hit next button to talk to WD40. Note third button. Set course for Gingivitis. When you are at regular speed, tell Cliff to 'Cloak ship'. Go to Lab. Talk to Cliff. Note vulnerable area on Goliath. Go to EVA Pod. Enter.

### GOLIATH

Attach Pod to hull of Goliath. Open Pod door. Use torch on hull. In. Up to console. Look at it. Put distributor cap you received from Bea in console. Go through door that Guard exits. Open grate. Down to Level 8. N. E. N. Enter shaft. Up to Level 6. Enter. S. W. N. N. E. N. Shaft. Up to 4. S. W. N. W. N. W. N. Up to 2. S. S. W. S. E. S. Look at switch. Turn on. When Cliff is set to transport Pukoids, talk to him. Tell Flo to beam you to Eureka.

### THE BLOB

To chair. Tell Droole to Fire. Tell Droole to activate RRS. To Lab. Release Bea. Stand on transporter. Transport. Go to chair. Sit. Activate Self Destruct button on console. Activate device.

Enter crawl space Cliff uses. Note schematic of fuses. Red is burnt-out. Remove burnt out fuse. Replace with good fuse. Return to Lab. Get Spike. Stand on transporter. Energize. Watch finale.

# STAR CONTROL II



156

# C

OMBINING THE BEST ELEMENTS OF STAR FLIGHT AND THE ARCADE GAME *ASTEROIDS*, THIS IS SCIENCE FICTION ROLE-PLAYING AT ITS BEST. YOU MUST KEEP THE EVIL UR-QUANS FROM TAKING OVER THE UNIVERSE BEFORE THE TIME LIMIT EXPIRES. THIS ENTAILS DISCOVERING AND MAKING ALLIANCES WITH OTHER SPECIES, MINING PLANETS AND SOLVING AN INTRIGUING MIX OF PUZZLES. WHEN ROCKETING THROUGH

SPACE, YOU'LL VIEW A TOP-DOWN MAP WHERE YOUR ANIMATED SHIP GLIDES BETWEEN PLANETS. IN COMBAT, YOU FIGHT IN AN ARCADE-STYLE SHOOT-'EM-UP LIKE THE ONE IN THE FIRST *STAR CONTROL*. (PLAYERS WITHOUT ARCADE SKILLS CAN OPT FOR AUTO-COMBAT.) UNLIKE IN THAT GAME, FIRST-PERSON PERSPECTIVE GRAPHICS DEPICT ALIENS YOU MEET. DISTINGUISHED BY ITS IRREVERENT SENSE OF HUMOR AND THE WILDEST BATCH OF ALIENS YOU'LL EVER MEET,

## TYPE

*Science fiction role-playing*

## DIFFICULTY

*Difficult*

## SYSTEM

*IBM (Required: 640K, hard disk, VGA/MCGA.*

*Recommended: 386/20 + MHz.*

*Supports: joystick,*

*Ad Lib, Sound*

*Blaster, Covox*

*Sound Thing, Sound*

*Source, Pro Audio*

*Spectrum, Sound*

*Master II, Media*

*Master)*

## COMPANY

*Accolade*

STAR CONTROL II IS AS FUNNY A PARODY OF SCIENCE FICTION GAMES AS IT IS WELL-DESIGNED AND FUN TO PLAY.

## THE SOLUTION

This solution assumes you've already collected sufficient minerals to complete each task. In the opening phase, first get all minerals from the Sol system, then Centauri, Lyrae and Wolf in that order. If you need more minerals at any time during the game, feel free to get them.

### MAKING THE JUMP TO QUASISPACE

Go to Alpha Pavonis VII and get the Ur-Quan Warp pod from the wrecked Dreadnought. Go to coordinates 44.0:636.7 and wait until the 17th of the month. Go through the portal that appears then. You are now in Quasisspace. Go to the upper-right-most "system" in Quasisspace, the Arilou "homeworld". Give them the warp pod, and you get a custom-built "Portal Spawner". Use this when you're in hyperspace, and a portal to Quasisspace will appear. A list of Quasisspace destinations is at the end of this solution.

### GETTING INTERSTELLAR CREDITS

Each trip to a new Rainbow World is worth 500 Melnorme Credits. Visiting five of these worlds will give you enough to get all the tech info available, with plenty left over to trade for fuel or other information. (The list of Rainbow World locations is at the end of this solution.) Go to Alpha Centauri or another supergiant system and trade information with the Melnorme.

### ELIMINATING THE RED PROBES

Try to communicate with a probe, then destroy it. Go to the Slylandro homeworld (Beta Corvi IV) and ask them about the probe's program. Ask for the self-destruct code.

### THE SHOFIXTI REBIRTH

Go to Delta Gorno, and contact Tenaka. Insult him. When he attacks, use the flagship and warp out of combat. Continue contacting and insulting him until he realizes you are not the Ur-Quan.

Go to Alpha Cerenkov I and talk to Admiral Zex, who sends you to get a strange beast. It is on Delta Lyncis I. You may need all the lander enhancements to capture this beast, because it's fast, fierce and endures a lot of hits before being stunned. Give the beast to Admiral. After some discussion, you'll have to land on the planet and get the Shofixti maidens yourself.

Return to Delta Gorno and contact Tenaka. Tell him of his "duty," and he'll leave with the maidens. Note: the repopulation of the Shofixti will take several game months. When it happens, the Starbase Commander will tell you in a bulletin.

### GAINING ALLIES

Spathi: The Spathi will join your side for a while if you go to Epsilon Gruis I and get all the biological life forms (teddy-bear like creatures) from the surface. Then go to their new homeworld on the moon orbiting Epsilon Gruis I. Answer the cypher question (Huffi-Muffi-Guffi) and tell them you've eliminated the creatures. They will send a scout party to investigate. Return to the homeworld shortly afterward and they will join your side (after threatening them).

**Pkunk:** they will eagerly join. Just visit their homeworld on Gamma Krueger I. Unlike most other races, the Pkunk won't give you the plans for their vessels. They will give you four ships.

**Zoq-Fot-Pik:** they will join if you visit their homeworld (Alpha Tucanae I) and promise to defend them from the Ur-Quan and Kohr-Ah.

**Shofixti:** they will join after they are reborn.

**Supox and Utwig:** they will join after you've repaired the Utwig's "Ultron."

**Orz:** they will join if you visit their space (around the Vulpeculae cluster) and accept their alliance offer. Do not discuss the Androsynths more than once!

**Arilou:** they will join if you visit their "homeworld" in Quasispace (the upper-right most "star"). They will give you just three ships, and only after you return to Earth starbase. They will not give you the plans for their vessels.

**Thraddash:** they will stop attacking your ship if you destroy enough of their vessels to impress them. They will refer to you as their "teacher" and send plans for their vessels to your starbase.

### DEALING WITH THE THRADDASH

There are several ways to dispose of the Thraddash. The first way gives you the benefit of a few ships, the second may give you a few months of extra time, but the third is the only permanent way of eliminating both races.

- Destroy enough of their vessels to impress them.
- Send them after the Ur-Quan's enemy (the Kohr-Ah).
- Send the Ilwrath after them (see next paragraph).

### DESTROYING THE ILWRATH AND THRADDASH

Get a caster, either from a moon orbiting Arcturus I or from the Spathi homeworld (on the moon of Epsilon Gruis I), after these aliens have encased themselves in a red slave shield.

Go into the Ilwrath home system (Alpha Tauri) and use the caster. Convince them to stop attacking the Pkunk, and they will decide to attack the Thraddash. When the Ilwrath reach the Thraddash, each of their "spheres of influence" will shrink until both races are destroyed.

### THE SYREEN REVENGE

Get information about "alien races" from the Melnorme until you learn of Syreen and Syra. Go to Betelgeuse. Talk to the Syreen starbase commander, particularly about Syra and how it was destroyed by a Mycon "deep child." She'll want proof.

Go to Beta Copernicus I and get the egg fragments from the surface. Return to Betelgeuse, talk to the commander again and show her the egg. She'll send you away. Return to the starbase, and she'll send you on a mission with a shuttle full of Syreen starship captains. Go to the first moon of Epsilon Camelopardalis I and open the vault with the penetrator starships inside.

Return to Betelgeuse. The Syreen will send you to the Mycon with a message. Go to Epsilon Scorpii I and tell them about "the planet in the Organon system." When the Mycon sphere of influence has left the Beta Brahe system, go to the first planet there. Destroy the five



Mycon podship guards, then get the sun device from the surface. Note: now that you no longer need the Mycon egg shell, you can use it in trade for the Rosy Sphere at the Druuge homeworld.

### REPAIRING THE ULTRON

Get the Clear Spindle (from the Pkunk), the Rosy Sphere (from the Druuge), the Aqua Helix (from the Thraddash on Zeta Draconis I), and the broken Ultron (from the Supox on Beta Librae I).

Use each of the three parts, and the Ultron will be repaired. Go to the Utwig homeworld (Beta Aquarii I) and give them the Ultron. The Utwig and the Supox will immediately become your ally and attack the Kohr-Ah. Go to the second moon of Zeta Hyades VI and destroy the Druuge starships that want the bomb. Then get the bomb from the surface. Be warned: the Druuge will now attack you on sight!

### GETTING THE TALKING PET

Go to the outermost moon of Delta Vulpeculae II and ask the Orz if you can land. If you've allied with the Orz (if you're a \*camper\*), they'll let you land. Get the Taalo Shield from the surface.

Go to the Umgah homeworld (Beta Orionis I) and talk to the pet. It will send ten Umgah ships after you. Destroy them and take the talking pet. Now the Umgah will give you 500 bio units. You'll have to fight your way out of Umgah space, because they decide to attack you anyway.

### PROVING THE TRUTH TO THE YEHAH

If you don't have a Shofixti scout ship in your fleet, return to the Earth starbase and get one. Go into Yehat space and converse with Yehat until you find a member of the starship clans. Tell it that the Shofixti are alive, then prove it by sending the scout over to the Yehat. The Yehat race will be in a revolution for the rest of the game.

### CREATION OF THE CHMRR

Go to the slave-shielded planet in Procyon. From orbit, use the sun device from Beta Brahe I. There will be a bright flash, and the Chenjesu and Mmrmhrm will have combined into the Chmrr. Your status will be evaluated, and if everything is done you will be ready for the final battle against the Ur-Quan. The Utwig bomb will be upgraded, you will be given plans for the Chmrr Avatar vessel and unlimited RU at the starbase, and you will be sent back to the starbase. If you've skipped an important step, the Chmrr will tell you what needs to be done, then send you on your way.

### THE FINAL ENCOUNTER

At Earth starbase, get the ships, supplies and weapons you'll need to combat the Ur-Quan. One effective mix is: two or three Spathi Eluders (for destroying Dreadnaughts), two or three Utwig Juggers (also good for Ur-Quan combat), and three to five Chmrr Avatars (for destroying the Sa-Matra). If more proficient with other vessels, feel free to use them. Outfit the flagship with anything you want. You'll need at least one crew module and one fuel tank. If you think you may need the flagship for combat, you may want to add a hellbore cannon, an A.T.S. system and two Shiva Furnaces.

Go to Delta Crateris system and use the Pet. Most of the Ur-Quan protecting the Sa-Matra will leave. Go to the planet they were guarding, then to the Sa-Matra. You will battle six Ur-

Quan ships, three Kzer-Za (green), and three Kohr-Ah. They will alternate between the two races, beginning with a Dreadnought. Once the six vessels are destroyed, you will face off against the Sa-Matra.

Use your fleet ships (preferably a Chmrr Avatar) to destroy the eight generators surrounding the Sa-Matra. This won't be easy due to the ship's defenses, but learn to use the green "bubbles" to your advantage, launching your ship to the other side of the Sa-Matra. Once all the generators are destroyed, destroy the remaining defense "bubbles" and fireballs, then warp out of combat. Reenter combat with the flagship and fly it through the asteroid shield into the Sa-Matra, which will destroy it.

**QUASISPACE DESTINATION**

Quasispac	Hyperspace	Local area description
613.4:590.0	n/a	Anilou Homeworld
488.0:538.0	973.5:315.3	Near Pictoris & Persei
520.0:540.0	584.9:621.3	Between Crateris & Crucis
544.0:532.0	043.8:637.2	At natural Quasispac portal
530.0:528.0	775.2:890.6	Between Librae & Leporis
466.0:514.0	230.1:398.8	Between Squidi & Gruis
520.0:514.0	011.1:940.9	In Corvi Constellation
448.0:504.0	565.7:971.2	In Lyncis Constellation
476.0:496.0	611.6:413.1	In Camelopardalis Constellation
458.0:492.0	860.7:015.1	Between Trianguli & Alcor
492.0:492.0	005.0:164.7	Ilwrath space - Near Mizar
506.0:474.0	190.9:092.6	Near Beta Lyrae
516.0:466.0	567.3:120.7	Near Sculptoris
468.0:464.0	921.0:610.4	Near Arcturus
502.0:460.0	318.3:490.6	Near Capricorni Constellation
476.0:458.0	409.0:774.8	Between Draconis & Geminorum

**LOCATIONS OF RAINBOW WORLDS**

- Gamma Kepler I, Gamma Aquarii I
- Beta Pegasi I, Beta Leporis I
- Zeta Sextantis I, Groombridge I
- Epsilon Draconis I, Gamma Reticuli I
- Epsilon Lipi I, Alpha Andromedae I

**HOMEWORLDS**

- Zoq-Fot-Pik: Alpha Tucanae I
- Spathi: Epsilon Gruis I (moon)
- Pkunk: Gamma Krueger I
- Druuge: Zeta Persei I
- Thraddash: Delta Draconis I
- Chenjesu: Mmmhmr Procyon I
- Slylandro: Beta Corvi IV
- Yehat: Gamma Serpentis I
- Shofixti: Delta Gorno (system)
- Umguh: Beta Orionis I
- Syreen: Betelgeuse
- Supox: Beta Librae I

Orz: Gamma Vulpeculae I  
 Utwig: Beta Aquarii I  
 Arilou: Upper-right "star" in Quasispace  
 VUX: Beta Luyten I  
 Ur-Quan, Kohr-Ah: Delta Crateris (system)  
 Ilwrath: Alpha Tauri I  
 Mycon: Epsilon Scorpii I

### MISCELLANEOUS INFORMATION

Though the missions in this solution are listed in a sequence you may follow to complete the game, you don't necessarily have to follow it. Some missions, however, must be completed before others are possible. For example, the Yehat can not be convinced that the Shofixti are reborn until the Shofixti actually are reborn.

The Ur-Quans (the green Kzer-Za and the black Kohr-Ah) will respond most to the phrase: "Hold! What you are doing to us is wrong! Why do you do this thing?"

Be sure to have the Taalo Shield before talking to the talking pet. The pet is a Dnyarri, one of the telepathic creatures whose kind had enslaved the Ur-Quans and the other members of the Sentient Milieu, except the Taalo.

From game to game, locations of some important objects can change. For example, the number of moons orbiting Arcturus I may vary, and the Burvix caster can be on a different moon in each game. And the Chenjesu and Mmmhrrm may be slave-shielded on Procyon I or Procyon II. If you can't find the object you're looking for at the location listed here, look on the moons or planets nearby.

While the Chmrr Avatars are recommended for the final battle with the Sa-Matra, feel free to experiment with the other types of vessels. The Utwig Juggler, for instance, works quite well. The Arilou Skiff has the maneuverability to avoid the defences, but its weapon lacks the power to destroy the generators efficiently. The Spathi Eluder also has speed and maneuverability, but the weapons are difficult to control, and even less effective against the generators. The Earthling Cruiser is no match for one of the fireballs, so forget this one entirely.

Remember what the Slylandro said about the Precursors being worried about the positions of the Rainbow Worlds? Using the map, mark the location of each of the Rainbow Worlds, and you'll see an arrow pointing coreward.

# ULTIMA VII, PART TWO: SERPENT ISLE



## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Demanding*

## SYSTEM

*IBM (Required: 386/SX+, two megs RAM, hard disk, 256-color VGA.) Recommended 486/33+, Microsoft-compatible mouse, sound board. Supports: Sound Blaster (required for speech), Ad Lib, Roland)*

## COMPANY

*Origin*

162

**T**HIS SEQUEL IS A STAND-ALONE GAME THAT TAKES YOU BACK TO THE EARLY DAYS OF THE ULTIMA SAGA, FOR IT'S SET ON THE ISLAND NORTHWEST OF SOSARIA — THE LAIR OF EXODUS IN *ULTIMA II*. SINCE THEN THOUSANDS OF SOSARIANS HAVE IMMIGRATED HERE, UNCOVERING RUINS OF AN ANCIENT SNAKE CULT AND ESTABLISHING SEVERAL CITIES. YOU ARRIVE IN SEARCH OF BATLIN, THE FELLOWSHIP LEADER WHO ESCAPED AT THE CONCLUSION

OF *THE BLACK GATE*. THE GUARDIAN, DEPRIVED OF A CHANCE TO ENTER BRITANNIA THROUGH THE GATE, HAS SENT BATLIN HERE TO EXECUTE A FRESH PLAN TO RAIN DEATH AND DESTRUCTION ON THE LAND. ORIGIN'S ENHANCED VERSION OF THE *ULTIMA VII* ENGINE RUNS FASTER AND SMOOTHER AND INCLUDES PICTURES OF CHARACTERS SO DETAILED THEY LOOK AS IF THEY WERE DIGITIZED. IT'S A MONSTER OF A GAME, WITH NEARLY A NOVEL'S WORTH OF TEXT AND NUMEROUS INTERLOCKED QUESTS TO SOLVE — PLENTY OF VALUE FOR YOUR MONEY HERE, AS

IT WILL TAKE AT LEAST 100 HOURS TO COMPLETE.

## THE SOLUTION

### GENERAL

This game is full of puzzles, traps, hidden keys and levers. It's also very linear, and you must do certain things at certain times to trigger other events. Items are hidden in hollow trees, under vases, plates and so on. There are numerous keys. Drop all keys after finishing that particular quest, with exception of those Selina gives you; they can be used later. Check every dead body you find. You must talk and talk with everyone in order to get information and key phrases to start other responses.

### CHEAT MENU

To access the cheat menu, load the game by typing Serpent Pass rather than Serpent. Save first, then press F3 to transport anywhere on the map. The mountain behind the Mad Mages is interesting: a lot of Nude Women and Armor, weapons, etc. The island between Moonshade and Monitor contains all of the items you will need to complete the quest.

Type Serpent Endgame instead of Serpent, and you can see the ending. If you type F2, then N and go back to the game, all characters have numbers. After you learn the numbers, (Avatar is 0), you can Type F2, M for Modify, 0, and use the stats to rebuild your characters. Dexterity can be 255, Food and all else, except Hit Points 31; Hit Points is 127. Also by typing N instead of S, you can cure your characters of poison. Make a copy of your saved game before utilizing the cheat menu, just in case.

### MONITOR

After getting hit by lightning and getting the Hourglass of Time from Thoxa, enter and explore the cave north of Monitor. Get the gear there and meet Shamino, then go on to Monitor. The gatekeeper sends you with an escort to Lord Marsten, who is in the Crypts. While there, Dupre is brought in by guards and allowed to join you. There is talk of a sorcerer who has been jailed. Later you find out it is Iolo. Before leaving the Crypts wander around and find Iolo's crossbow on one of the tombs.

Marsten's clerk, Spektor, can change money. Talk with him and Marsten about Iolo and learn that Marsten will free him if you become a knight.

### KNIGHTS TEST

When you reach the area where the key is on a stone column, pile the stones into a stairs to reach it. Later when you reach the area of Chests, don't open any; instead, walk directly into the east wall and through a hidden passage to get a key. Go back, west and north to open the next door. Go south in the hall and get a key, but also search for and throw a lever. Kill the rats in the next room, and get another key. Go back north, open two doors, go north, east, north, west and south to get a claw on a table.

Return to the last door, then south and look for two lights close together. Walk through this wall, then go west, then south. At this point you may be attacked by an invisible pikeman. You must kill him. Then move northwest to a large room. Use the claw on your arm, then use the blood on a tray of ashes to generate a totem wolf. Kill it. You must take the body with you. Use the key from the wolf on the next door. As you reach the entrance, you will be attacked by

Schmed the tester. Kill him, take all. Go back to entrance building. Ask your friends to join, then divide all the gear you find.

### POISONED

Return to Monitor. Go to the jail and talk with Iolo. Go back to Marsten. He tells you to take the pelt to Cellia the furrier and the meat to Lucilla (at the Pub). You must also get a tattoo from Lydia. (It's best to go to Fawn before you get tattooed to locate Delphynia and also Haranna, otherwise you might die on the search). When you do so, she poisons you. Go to Haranna the Healer in the southwest part of town. She will send you to Fawn to get Vaco leaves from Delphynia. Return to Haranna. She tells you that the poison was on purpose. Talk with Lydia. You will have to kill her. Check the body.

Get the robe, then go to the banquet. Here you are made a Knight. Aid Haranna with her daughter Cantra, and learn about the Hound of Doskar. Look through the crystal and take the play sword. Talk to Marsten, and he will give you a key for Iolo's cell.

### TRAITOR

Talk with Simon the Innkeeper, who offers you ale. Accept and note it carefully. It will make you ill. At your banquet, talk with Krayg the Supplier. He will tell you of a meeting place for Goblins at 83S x 18W, northeast of the Test Area. Go there and find a bottle of ale like Simon's. Take it to him. He will confess, and before dying will tell you of the passage to the Goblin Camp, near a big tree at 69S x 32W. Also while in this area go to 85S x 23W to find a serpent crown and other items hidden in a hollow tree.

### GOBLIN COUNTRY

Enter the passage and use the key from Simon. Work and fight your way to the north part of the passage. When you go down steps to water, walk to the northwest side to go up. You will pass a chamber: the King's Treasure chamber. The key from Pomdirgun unlocks it. The Goblin village is in the center of the valley. Wait until after 12. Enter the largest hut, kill the king, get the key and all treasure. Shamino arrows are here. You can free one pikeman in prison. Go back to the Treasure Chamber. Take all, including the Helmet of Courage and the Scrolls. Return to Monitor. Give the scrolls to Brendann or Caladin, and they will jail both Marsten and Spektor.

### ANOTHER TREASURE CHAMBER

Visit Marsten and Spektor in jail. Spektor will tell you of a hidden treasure. Talk with Lucilla at the Pub; mention Spektor's name, and she will give you a key. Go to the Crypt. Go south on the street from the Crypt. Following the street, make a right turn, then south, and at the first lamp post walk into the mountainside. You may need several tries, but it will lead you to the treasure chamber and the gunpowder. Take the gold, but leave the gunpowder for later.

Luther has Dupre's Shield. You must engage him directly in battle. He will later give you Dupre's shield. Renfry, who runs the Crypts, will buy dead pikemen's bodies for 100 Monetari. There are a number in the cave just to the west of Monitor. Don't go too far or you will succumb to the heat. Also you will find some around the Fawn pikeman Station.

### FAWN

Go to Fawn. Talk to Delphynia about the ring. She will suggest you talk to Alyssand, daughter of the storekeeper in Fawn, who proposes an alliance. Accept it. During your last visit to Fawn, Iolo played on his lute. Lady Yelinda wants to honor him and give him a diamond necklace. During the toast, Dupre toasted Lord British, which resulted in his being jailed.

Alyssand supplies you with a key. You find a secret room where the Oracle is being set up. Readjust the levers and kill the operator.

On the second day of the trial, Dupre is freed and you receive the Rose Crystal of Love. In the meantime you discover that your armor plate belongs to the city. To get your own armor back, you must go the Priestess of Beauty, Kylista's home, and get your armor out of her bedroom dresser. It's the house west of the Temple. While here, visit the Fellowship. Outside the city, you need to get a map from the Cartographer.

In case you tried to go north through the swamp, don't. You need the Helm of Courage, the Rose of Love and the Mirror of Truth to get through.

### SLEEPING BULL

Go to Sleeping Bull, just northeast from Monitor. Here you learn of Hawk, who could sail you to Moonshade if freed from the pikemen. Moonshade is your next stop; while here, pick up any Serpent Teeth lying around. At Sleeping Bull, talk to Devra about slippers and get your swamp boots. Talk to all here, then go along the coast. You will find a partially burned house. Talk to the ghost inside for a scroll. (He is the Hierophant of Chaos and is probably a bug in the game, as you are not supposed to speak to him until much later.)

Go to the path that crosses the fence south of the barn. Look for a hollow tree here. Collect some loot and a key. The key fits an invisible treasure chest on top of the pillar in front of the Inn. You have to use crates and bales of material to make steps. The Armorer in Monitor will buy used weapons and armor.

Go to the Inn's basement. In the second room just next to a large barrel of wine is a secret door. Enter and go north. In the room, throw a lever and get a key from the chest. Go back to the Inn. Go to the sliding door in the next room. Enter, open the cell door, get the notes. Then work your way around to the Passage Room. There are a number of chests, most loaded with explosives. The second from the bottom has a map to Silverplate's treasure. The switches put you into the closet of each bedroom.

### SELINA

To trigger Selina, you must try to release Hawk. The pikemen want 100 Montarei, then 700, and so on. Return to the Inn. Selina will suggest a treasure hunt. Take your friends with you. After she joins your party, you can take an extra key from her knapsack. She will lead you into a trap, but there is lots of gold. Go into the gold room. Click on yourself, then transfer the gold to your party. As soon as you have the treasure, get out of there. Selina will vanish. Next time you see her she will be with Batlin. Go back to the Inn. Deposit all but one gold bar in a safe place, then release Hawk. The pikeman will take a gold bar. Return to the Inn and get your belongings. Ask Hawk to take you to Moonshade. He will do so, also taking Flindo, Kane and Ale with him.

### MOONSHADE

On arrival you will be mundane until you get a spellbook. Talk to all the Mages who will talk with you. Talk to Flindo and remind him of his promise to make an appointment with the Lord Mage. Ask Feoabiblio, Magistar, for a Spellbook. He will give you one if you have fresh Mandrakes from Monk's Island. You will have received a magic Scroll from one of the Mages, Rotolucia. She wants information. After you approach Flindo the second time he will tell you a meeting has been arranged, to which you will be transported magically. At the meeting you are attacked by Rotolucia, and the meeting breaks up after the arrival of Porthas the Apothecary.

Talk to Bucia and Flindo about Porthas and learn a secret. Talk to Porthas, and he will agree to get you to the Mad Monk if you will get Bloodroot located in a swamp in the south

part of the island. Get the Bloodroot, but be sure and have a poison curing potion. There are seventeen roots on an isthmus jutting into the swamp on the south side. Get fifteen of the bloodroots, then go back to Porthas. He will now tell you how to get to the Mad Monk's place.

As you leave Porthas, one of your members is magically kidnapped. Go to the Lord Mage and tell him. He will advise searching Rotolucia's home. Do so. Look carefully for a Serpent Tooth and take all scrolls, and so on. Revisit the Lord Mage. He will now let you take his boat to a love nest in the middle of the lake.

A single house is there. Enter, go to the second floor, search, get a key. Go down to the basement and unlock the cell door. Kill Rotolucia and the Gremlins, take all and release your friend. Take the two purple keys, which open the teleportal. Also get the one in the Lord Mages home. Take the boat back.

### MAD MAGE AND THE SERPENT JAWBONE

You can now proceed on your journey. On the way north you will be attacked. Kill the attackers and continue on. After you arrive at Erstram's home, enter and give him the password. Do not steal anything here. After talking to his helper and the head, he will finally think of a way for you to help him. He will send you north to get a Phoenix egg. Leave the cave you arrive in and enter the only other one.

Go to the place of fire. Throw the switch, and the Phoenix will be reborn. He will give you an egg. Return along the path to a teleportal to Erstram's home. Tell him of the egg and assist him in recreating Boyden. He will then give you a key for the storeroom. Get the Serpent Jawbone. Take it to him, and he will give you three teeth. Take one to Monks island, one to Moonshade, one back to him. Click on the Jawbone and fit the three Teeth in, plus the one from Rotolucia. Go to the store room. Follow the path.

Click twice on the Serpent Jaw, and you will be transferred to the Central Point. (See the map). Take the path to Monk Island. The Mandrake are located around the swamp to the north. Get all you can. Talk to all, particularly Draxta, who will show you a vision. Use the Lens in Library to read all the documents and make notes.

### SPELLS

Go back to the Magistar in Moonshade to get your spellbook. He will quiz you before giving it to you. Copy all the spell scrolls into it. Now you can buy spells from all Mages. Haggle to conserve your money. Talk with Mosh whenever you see her. After seeing and talking with the Green Sorceress, tell Mosh you believe her, and she will give you a Harp to get you through a difficult place later. You will also have to furnish her a fish dinner.

Go to Frigidazzi's home and ask her about spells. (Pick up any Serpent she has.) She will invite you back after midnight. Return alone. Her bedroom door is locked. (The key is under the flower vase.) When you visit her, you are caught by the Lord Mage and sent to the Mountains of Freedom prison.

### MOUNTAINS OF FREEDOM AND THE MAZE

When the jailer comes out of his quarters and you get a chance, pick up the scythe, follow him into his area and kill him. Take all, including the torches (unless you have a light spell). White potions will also give you light. Go north to the next cell. You may have to kill the Monk and Trapper. Go north on the west side and walk through the north wall. This takes you into a maze. In the southwest of the maze is another secret passage to an area with a teleport in it. From this teleport, go north to another. From this, again go north. Go east from the next one. Then go east again. Use the Telekinesis spell on the winch. If you don't have the spell, you will find a scroll.



When you encounter the Knight with the Demon Sword, kill him. Take the sword and release the Demon. When you encounter Stefano, allow him to join.

### AREA OF LEVERS

You will enter the area of the levers. On the top row of four levers, pull the right. Next throw the second from the right in the bottom row. Lead the women to the horse. Take the carrots from her body. Then throw the top row's left lever. Give the carrots to the rabbit. Take the flowers. Throw the bottom row's left lever. Give the flowers to the ranger, and he will fix the bottom right lever for you. Use this lever.

Step on the teleportal. Go north. Throw the blue lever, and you will be transported back to the cells. Use the bottom left lever to open the doors south. Go south until you reach a door. Open it. Step into the fire, and you will again be transported to an area which is an endless hall. Drop something; it's only about 20 feet long. Keep pushing to the east to find another secret entrance.

When you find the area with a bell on the wall, stack the crates three high to make steps. Again you will be teleported. At the sign "Choose," go left. Kill the automaton and take his key, lock picks and other gear. Leave. When you encounter the Black Mage, the Demon will appear and help you. Exit the Mountains of Freedom. You meet Dupre, who leads you to Iolo, but Shamino is missing.

### MOVING ON

Iolo is with Gustacio, and if you ask about spells he will suggest that you help him with an experiment. Take the globe and conduct the experiment. On your return go to Fedabiblo, who will allow you to see his crystal ball. Revisit Gustacio. He wants a second experiment. Do so and return Ale to human form. Afterwards, Gustacio will give you all his spells, plus the Magic Mirror. Shamino is in the Western Woods. After you meet with him, he will give you a present, a Chill Spell and a note from Frigidazzi.

At this point, talk with Hawk about leaving, then about Julia, and she will rent you a key to the exit point on the south shore of the lake. Before leaving, go to the Lord Mage's home. There is a lever behind his throne. Throw this and enter his treasure room. Take all and spend it on reagents. Porthas is the only one that can supply Spider Silk, Sulfurous Ash and Worm Heart. Delphynia's prices on other items are much cheaper. All will sell at about half the asking price. This will be the last chance to buy reagents.

### THE FURNACE AND THE THREE TESTS

Enter the house south of the lake. Go west. Keep to the left wall and take the first major turn east. Go through the Ratman's village. Use the harp. Head past the old Ranger post and lake. Go west until you reach the fire. Talk to the Gargoyle King, and he will lower the bridge. You must take a test. Go to the northeast part of the city. You will pass through the bathhouse. Search all the bodies for an ice key, as well as a Serpent Tooth.

Then proceed to an area to the east and south where large mushrooms grow. Search these bodies for the Key of Fire. In one of these places you will find the Tooth that provides passage between Moonshade and Monitor. When through, proceed north until you find a black floor. Go north and click twice on the black pillar. You will be engaged in three tests. Kill all the worms. Do not go with Iolo. Push the right button. The king will recognize you as the Savior and give you the Serpent Ring. Check your finger. Now go to the Great Temple northeast of the pillars and place the two keys in front of the altar. They will be fused into one Blackrock key. You can use this to open the Serpent Doors. The spellbook is the other one you can use.

The King will now open the lever to allow you to go south. You will have to fight a number

of Trolls. The Serpent Staff is in a small room in the northwest section of the furnace. If you can't find the key, use the Fetch spell to get the staff. Work your way south, killing trolls. Every fourth one has four gems, which Ducia will buy for 200 guilders. Go back to Monitor and get fur hats, fur boots and bearskin coats for all. Any money left over should go for more reagents.

### GORLUB SWAMP

It is now time for Dreamland. Equipped with the Helm of Courage, Mirror of Truth and Rose of Love, start through the swamp. You will be transported to Dreamland. You may arrive between five pillars. If so, work your way north until you see a large fire. From there go to the northeast. Go north, northwest, west, south, west and north and talk with Sirnaush.

Return to the fire, then go directly south, then west until you run into Rabindrinath's Keep. After three encounters, he will be dead. Take his key and go north. Open the door. Go across the sky and get the Crystal. Take it to Siranush. Do not leave until you get the Serpent Necklace. Talk to everyone you meet for additional input. You will now be with your friends and be able to continue your trip north.

### NORTH FOREST

Ignore the two castles for now and go to the central portion of the mountains, where you will find a stockade. Enter and talk to Beryl, who will refer you to Morghrim. Seek him out and get the Savior plant. Click on it and on the arrow. Then go to the camp and shoot Draygan. Morghrim will appear, requesting his Orb. Give it to him. He will give you a whistle to call the Hound of Dosker.

### SHAMINO'S CASTLE

The Hound points east. Go to the Castle. Go directly to the center keep and Batlin will disappear, but leaves a fellowship badge. Take it for later tracking. You may have to use the levers in the outer room to gain access to all the rooms. Beatrix, Shamino's lover, will appear. Cantra is dead, but a Monk will appear and take her to Monk Island.

At 43N x 86 E, just north of the White Dragon Castle, is a Serpent Station. Use this to go back to Monk Isle and pick up six empty buckets. Also be sure you have the Treasure Map and a Sextant. One is available from Captain Hawk's chest in Moonshade.

### GAWANI VILLAGE

Proceed north, go to 28S x 3E and enter. Do not go up the stairs. Follow the passage to bring you out in the valley just south of Gawani's. Just as you exit, you will find a dying trapper. The directions are W, S, W to large rock. W, N, E, N, E, Down, E, N, W, N, W, N, E past Black Rock. N, E, S, Up, S, W, N, W, N, E to Exit at 20S x 4W. (Note that the entrances to the Gawani caves are 23N x 3E, 21N x 10E (a baby is here) and 23N x 14E.)

Talk to all the Gawanis. You will learn where Gwenno is buried. Go to the upper corner of the shoreline for the ice raft. Use it as you did the boat. The Dragon is on the island due north. The rear entrance is on the west side. If you use this, there are a lot of teleports. But by going directly north through a large room, then directly east, you will be teleported directly west of the Dragon. Do not go any direction but east. To fill the bucket, click on the bucket, then the blood. While in the north, get Shamino's sword and Magebane from the penguins. Now go back to the Gawani's. Give the blood to Yenani. She will give you a password allowing you entrance to the Skullcrusher Dungeon, which is in the next valley south. You can do nothing about Gwenno until you kill Selina, who has the only Dispel scroll.

## SKULLCRUSHER DUNGEON

When you enter the Dungeon you will have to use capital letters of the password to arrange the cubes. The two sideward Ss are placed on the I. The order is I-S-C-G-I; then speak the password. To the east is Vasculio. Before you reach him, talk with the ghosts. Also read the book on the penguins and speak with all the Automata. Use Magebane on Vasculio to kill him faster. You will find a number of items to take. Forget Rudyom's Wand, which is a waste. You will be unable to take the Horn of Gawani, but do get the Philanderer's Friend and the Flux Analyzer.

You will find two sets of Serpent Doors, one going north, the other east. Search and you will find gunpowder (one keg mixed in with a lot of barrels, another keg in the northwest corner of a room). Use one keg on the northern doors, but do not go into the dungeons beyond. Using the key from Vasculio, go to the northeast corner, open the door and work your way around the rubble and out. Take a sextant bearing. A little east of you at 21N x 51E is the entrance to the temple of Emotion.

## TEMPLE OF EMOTION

Take the Lodestones of Hate, Happiness and Despair. Talk with Shriash in the wall and use your sword to break the altar in the same room. Get the Lodestone of Love. Go to the water. Put one lodestone on each post, then click on the bucket and water to fill the bucket.

Follow the west side of the Glacier to the north. At a point where it juts out, you will find a passage north. Get the Blackrock Serpent (the entrance is 50N x 40E).

The Temple of Tolerance is at 63N x 64E; Logic 23N x 64E; Discipline 43N x 86E; Enthusiasm, 82N x 141E; Ethicality 30N x 134E.

Use the Hound, and you'll see that Batlin is east of you. Your next stop is Spinebreaker Mountains at 39N x 96E.

## THE CITY OF ORDER

You enter through two doors. When you enter, an automaton, in Batlin's voice, recites a message from him. Kill him. Then talk with the automaton at the sliding gate. You must use Telekinesis on the button inside the door to get through.

At the next entrance you will be baited by Brunt. Instead of following him into a lot of explosives, go north into the next section, then east through the wall and south, bypassing the traps. Go east and, just a little short of the next door, walk through the wall to the north.

This will bring you into the main area. Go to a room in the northwest section, which is the Chapel of Discipline, and get a Serpent Dagger. Then go to the southwest corner of the main area to the Chapel of Ethicality and get a Serpent Scroll. Then to the southeast corner of the main area to the chapel of Logic and get an abacus. East of the Serpent Gate is the Temple of the Hierophant. Place the above three items on the stand in front of the Temple, and the doors will open.

Now go to the bedroom, where an automaton will give you the Scepter of the Serpent. Place this on the blue stand, and you will be teleported to the Library of the Hierophant. Read the Structure of Order. You can now teleport to the southeast section of the city. There will be traps set for you, so be careful. The automaton at the east end of the bath will not let you through unless you answer his question (see Structure of Order).

As soon as you can kill Deadeye, get the key on his body and return to the Temple of the Dead, just northeast of the Serpent Gate. Open the door and enter. You will have to use the button on the carpet to go up a level. At that point you will run into Selina and two helpers. Kill them, get the Dispel energy field scroll from Selina, then go east and north to the Grand Shrine. Watch Batlin die. Take his Blackrock Serpent and Serpent Jawbone.

When you transfer the teeth, your three friends are possessed by the Banes and disappear, leaving all their belongings. Pack everything they have in their knapsacks and bags, then transport it all to the Serpent Gate. Then, using the gate, leave everything in the Central Point. From there it will be transported to Monk's Island.

### FREEING GWENNO

Use the gate to reach Vasculio's Treasure Room and get the Gawani Horn. Use the Horn to free Gwenno in the Gawani burial grounds, an island almost off the map. Go a ways west and north of the Dragon Island. It doesn't show on the map, but when the X shows about two-thirds of the way across, near the top, you are close to your destination. You have to get off and walk to discover your location.

Enter and take the second passage north. Use the Horn to open the passageway. Gwenno is in the ice block in the center of the room. Take her body to Monk's Island, and Thoxa will restore her, but she is now insane. Karnex will tell you the original Scroll of the Serpent is with Fedabiblio in Moonshade.

### RETURN TO MOONSHADE

In Moonshade, Shamino has been there and killed nearly everyone. Stefano, Frelì, Andrio, Torrissio, Ducia and Petra are left. There are monsters in the streets. Go first to Seminarium and use the Philanderer's Friend on Fedabiblio Statue in the entrance. This will restore him, and he will give you the Scroll.

Visit the Manor and search for Serpent Teeth. You will find them at Gustacio's house, Torrissio's house and the Lord Mage's palace. Find Stefano and get the key to his strongroom (west of the town) for your Blackrock Serpent. He should also have another Tooth. If any of your gear is missing from your trip to Mt. Freedom, search Frigidazzi's home. Finally, go to Columna's house. Go through the hidden wall in her bedroom, around the outside to get a chest. Open the chest for the Magic Comb. Now return to Monk Island.

### MONK ISLAND

Talk with Karnax about the Water of Discipline. Go to the Temple. You can now use the Serpent Gates. Talk with an automaton, who tells you a human cannot get the water because of the acid. If Draxta has shown you a vision, you will know that you must get Petra to help you. Ask her to join.

### SHRINE OF DISCIPLINE

Search the area. You will find two Y-shaped rods that fit into the altar. The blue one is on the right. Fitting them in allows a bridge to go to the bottom of the serpent. Cross the bridge and go down. On one side you will find a brass chest. Get the key from it and open the door to the north. Don't enter. If you try you will be killed with acid.

Go back to the first level and into the Mind Transfer room. Save the game. Have Petra get on one bed. Press the button and get on the other. As soon as the transfer is completed, head for the acid bath. Get the water, fill two buckets and go back. You get it as you did in the Temple of Emotion. Return to Monk Island.

### MONK ISLAND REVISITED

Use the water of Discipline on Gwenno, who will tell you about the Banes and the prisms. If you do not have them, you must go back north and get at least nine Ice Worms. Go to Moonshade and speak with Ducio and have him make you three worm gems. Ask about the

Daemonsword.

After you talk with Torrissio and mention the wand, he will take it and then give you the Enchant Soul Prism Spell. Cast the Spell on the three gems to make three soul prisms. They change color, so you can see when it happens. Go to Gustacio's body in the Seminarium. Get the scroll and read about using the Flux Analyzer on the Daemonsword. You must now go to the Temples of Enthusiasm, Tolerance, Ethicality and Logic to get waters.

### TEMPLE OF LOGIC

Going into Logic, kill the Ice Dragon. Work your way north past six blocks of ice of dead people until you reach the teleport. Use the Gawani Horn to blast your way through. At the teleport area, use the portals in this order: red, yellow, blue, red and white. You will then be teleported to the Shrine.

In order to enter, you must place the runes in front of the door in this order: BCOW. A mystery exists here. One of the automata is a traitor. It is number four. Accuse him and get the key. The answer to the blue tile is to take the odd one and place it on top of the center one, thus having four tiles in each row. Use the Dispel Spell on the Energy Field.

### TEMPLE OF ENTHUSIASM

There is no problem getting water. Use the Magic Lens to discover the location of the Banes.

### TEMPLE OF TOLERANCE

Mortegro is trapped. Go below and talk with Sethys. You will find a key to let you in his cell. He will explain about the rat. Cast Serpent Bond, go through the hole, kill the rat and get the key in the Treasure Room. Use it to lower the drawbridge. Go to the drawbridge on the west side, and Mortegro will give you the Summon Shade Spell. You will learn that the altar is in Gustacio's basement. As you leave the Temple, Mortegro is killed. Get the water from the altar in Gustacio's basement.

### TEMPLE OF ETHICALITY

Here you must meditate on the meditation mat. (Save first.) You will be transferred and forced to take a test to get the water running again. When the test starts, you must walk into the fire and push the button to save the man. Don't do anything else.

On the second test, drop all valuables on the stand as you walk down the hall to push a button. On the third test, don't give up; continue fighting Batlin. You are transferred back. Go up and get the water.

### MOVING ON: THE GAWANIS AND FAWN

Return to the Gawanis. All but three have been killed by the Trapper. Go north to an area just north of Skullcrusher Mountains. Go to Hazard cave (the opening faces north). Kill Hazard. Get the Gawani Amulet and the glass sword. Take the Amulet to Yenani, and she will give you a Tooth from it. It's the Tooth to Sunrise Island.

Next go to Fawn. Best bet is Gate at Monitor or Sleeping Bull. Talk with Ruggs. All have been killed in Fawn by Iolo. Queen Yelinda has been skinned and is in the swamp. Find her and give her the comb of beauty. She will give you the Serpent's Armor. The Armor is behind a false wall in the southeast corner of her throne room. The southwest corner leads to a Serpent Gate, but the door is always locked.

## WHITE DRAGON CASTLE

The waters should now be stored at Monk Island, the gear from your three companions at Monk Island, and the Worm Gems should have been turned into Soul Gems with the Spell. Go to the swamp. At the east end of the overhead, walk through the building wall and you will find a key.

Now go to the White Dragon Castle. It's directly south of the Serpent Gate near the Mining Camp. Go around to the south side, across a ramp and into the castle. The key from the swamp will open the large doors. Go up the steps and out on to the roof. Open the next door down. Take key under the whistle in corner. Go back up and down. Use the key from swamp to open the double set of doors into C (this and subsequent locations are noted on the maps provided). Go into D door (unlocked). Kill images. Use secret door in east wall to enter E. Get key from skeleton. Use it to open door to C and door to F.

Go upstairs and down to G. Get key from desk. Use key to open H. Use lever in H behind the bales. To get to H+, walk through the wall by the stairs and get key from chest. Go upstairs and unlock door. (Go to B if you were unable to get in the first time.) Go back upstairs and down into I. Pick or break lock into F. Go through secret door in wall to J. Get key under plate and open door to I. Go back into H+.

Open door to L with key from under whistle. In the northwest corner of this room is a lever that gives you access to M. Use the key from the dining room to open the door to O. Pick or break the lock into N. Get key from dresser and use the stairs. Then use this key on the northwest room P. Use the secret passage in the back of this room to get to Q. Use the lever by the clock. Reenter the secret passage. Go north, east, south.

Before entering S, pull a lever just in front of you. This opens a door between S and R. Get a key out of this dresser and enter the hall U. (It will also unlock the door to V.) The door to W is unlocked. A lever here opens a door in T. From there go directly to X and kill Shamino, Iolo and Dupre. Then discharge your Daemonsword into each prism; again, they will change color. You and Petra must take their bodies to Monk Island. Petra can handle two. Call on Thoxa to restore them, but they are insane.

By this time you should have brought their gear to Monk Island and have already stored the water there. Use the Logic Water on Iolo, Ethicality on Shamino and Discipline on Dupre. They will rejoin you. Xenka gives you a Serpent Tooth and sends you to Crypts Isle. She also tells you that one of the five strangers must be sacrificed. Upon drawing straws, you get the short one. Your ashes must be used in the final sacrifice.

## ISLE OF CRYPT

Using the Serpent Path, you arrive on the north side of the Island. The entrance is on the east side at 12N x 44W. Enter and take the first south turn. Read the books as you pass. When you reach the end, a passage in the northwest corner teleports you to a different location. Go west and you will see a tall pedestal with two shorter ones on each side.

When you reach the end of the passage, you will find a tomb with a mummy inside. Open the bottom of the tomb, kill the mummy and take the scroll back to the three pedestals. Place it on the empty short one, and you will teleport to the library. Read the book on the pedestal, and you will be teleported to the area of the Eye of the Serpent. Do not take it now. Instead, go north, open the wall and Summon the Shade of the Great Hierophant. Get the eye, then head for Monitor.

## RETURN TO MONITOR

Go to the Crypt and throw the switch on top of the furnace. Dupre will push you aside and

jump in, sacrificing himself. Take his ashes and transfer his belongings to Petra. Now go to the Temple of Tolerance, go down and ask Sethys to join you. As he leaves, he tells you where Chaos Hierophant is and dies. Take the Orb from him. Go to the Temple of Enthusiasm and you will see a body just to the northeast of the gate. Cast Summon Shade on it. This precipitates the same scenario you went through near Sleeping Bull Inn.

### RETURN TO SKULLCRUSHER

You have already blown the large doors to the north, and you must find the Shrine of Chaos. When you enter the dungeons, go to the northeast and down. To get there, take the first passage north, then each east turn until you hit the stairs. On the next level go south on the west side.

When you reach a large area full of mushrooms and gremlins, exit on the east side going south. At the bottom, go east and south to another set of stairs leading down. On the next level go south, take the second turn west, then south and west to the southwest corner and take the steps up. On the next level, work your way west south and west to the Grand Shrine of Chaos. Save the game. Go through the wall north of the serpent.

### SERPENT

Place a Blackrock Serpent in the slot. If it is the correct serpent, the wall will light up. Then place the three prisms on the marked Altars: Orange (Wantonness) on Enthusiasm; Blue (Madness) on Emotion; Green (Anarchy) on the Tolerance Altar. If you do it right, a flame will light each time. Then place the Ashes of Dupre on the top Altar. When the Serpent is reunited, it speaks with you, using Dupre's voice, and tells you to go to Sunrise Island. Pick up the Black Serpent. Xenka will appear. Get the Serpent Sword from Xenka.

### SUNRISE ISLAND REVISITED

You will arrive in the direct center of Sunrise island. A list of locations and actions follows:

Extreme Northeast: Use torch at Temple of Tolerance.

Almost directly East: Use Heart at Temple of Logic.

Extreme Southeast: Use Dagger at Temple of Enthusiasm.

Extreme Northwest: Use Gold Chain at Temple of Ethicality.

Near Southwest: Use Rose at Temple of Discipline.

Extreme Southwest: Use Abacus at Temple of Emotion.

North: The Shrine of Balance (no action)

The Balance Scales: To leave the area, you must go to the Balance Scales north and south of the Serpent Gate and place the red and blue glass serpents on the scales until they balance. There are two sets. When this is done the Torch, Heart, Dagger, Gold Chain, Rose and Abacus will appear on the six stands. Take these and place them where indicated above. When you place the last item, a book will appear. Take this to the pillars north of the Serpent Gate building and read it. A bridge of fire will appear. You must repeat this at the next step.

The Main Temple: You are now in the main temple. Be sure to wear the Serpent Crown, Armor, Earrings, Necklace and Staff. On each side of this area is a brass chest. You must access these in order to get scrolls and a Serpent Candle. On the ice side, place the Candle. Light it, and the ice will turn into blocks, enabling you to walk up and get the Ice Diamond. Take one of the blocks to the fire on the right side and put it on the pedestal. You can now walk over and get the Fire Diamond. Place these on the altar and the doors will open.

### BLACKROCK SERPENT

Facing north on the left side is a stairway. You can walk up it, or go under it through a wall.

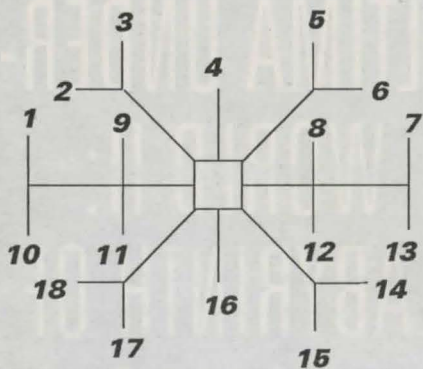
Go in and push as many buttons as you can, directly or with Telekinesis. Now you can teleport to the other side of the hall. The buttons you push affect the door on the reverse side of the hall. Work back and forth until you are able to get two of the red cubes and two of the blue cubes. Place these on the altar in the antechamber. A teleportal unit will appear. Teleport.

At this time you will receive another Eye of the Serpent. (You already have one.) Place the Staff Armor and Crown on the Altar. You will be teleported back to the Antechamber, and the doors will be opened. Enter the Shrine of Balance. You will be attacked by Ice Elementals; kill them. Place the three Blackrock Serpents into the floor slots. Check to be sure they are there. Then place the Eyes of the Serpent before the large Blackrock Serpent. It will ask you to kill it. Use the Serpent Sword, and the game ends.

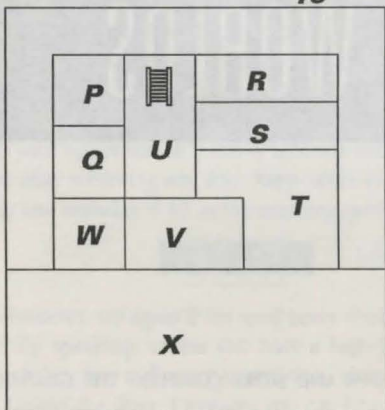
**MAP KEY: SERPENT GATES**

- 1: Sleeping Bull
- 2: Shrine of Emotion
- 3: Skullcrusher
- 4: Shrine of Balance
- 5: Spinebreaker
- 6: Discipline
- 7: Isle of Crypts
- 8: Monk Island
- 9: Furnace
- 10: Mad Mage Island
- 11: Moonshade
- 12: Fawn
- 13: Great North Forest
- 14: Shrine of Logic
- 15: Shrine of Ethicality
- 16: Monitor
- 17: Shrine of Tolerance
- 18: Shrine of Enthusiasm

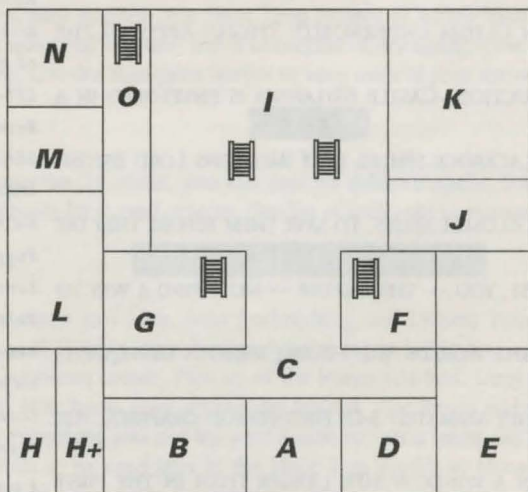




**Serpent Gates**



**White Dragon Castle**



**Ultima VII: Serpent Isle**



# ULTIMA UNDER- WORLD II: LABYRINTH OF WORLDS

## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Advanced*

## SYSTEM

*IBM (Required: 386/SX, two megs RAM, 14 megs hard disk space, expanded memory manager, 256-color VGA. Recommended: 386/25+, 100% Microsoft-compatible mouse. Supports: Ad Lib, Sound Blaster, Roland; Sound Blaster or compatible required for digitized speech and sounds)*

## COMPANY

*Origin*

176

**T**HE PLOT IS DEEPER AND MORE COMPLEX, THE GRAPHICS EVEN BETTER AND FASTER, AND THE WORLD EVEN BIGGER THAN IN *ULTIMA UNDERWORLD: STYGIAN ABYSS*. IN THE INTRODUCTION, CASTLE BRITANNIA IS ENVELOPED IN A HUGE BLACKROCK SPHERE THAT IMPRISONS LORD BRITISH AND HIS CLOSEST ALLIES. TO SAVE THEM BEFORE THEY DIE OF THIRST, YOU — THE AVATAR — MUST FIND A WAY TO VISIT EIGHT WORLDS AND FULFILL VARIOUS MINI-QUESTS IN EACH. WITH SMOOTHLY ANIMATED 3-D, FIRST-PERSON GRAPHICS, THE ACTION IS DEPICTED IN A WINDOW 30% LARGER THAN IN THE FIRST GAME. MUSIC AND SOUND EFFECTS ARE ALSO AMONG THE BEST IN THE GENRE. VARIOUS ASPECTS OF THE INTERFACE AND GAME DESIGNED WERE

DRESSED UP AND IMPROVED FOR THIS SEQUEL, BUT THE DYNAMIC FEEL OF THE ENVIRONMENT

REMAINS TRUE TO THE *UNDERWORLD* TRADITION — IT'S STILL THE BEST 3-D ROLE-PLAYING SYSTEM ON THE PLANET.

## THE SOLUTION

To free the castle from the Guardian, you must go through three levels under the castle and visit eight worlds, collecting a Black Stone in each to cast into the larger Black Stone on the fifth level under the Castle. You must also get a rod or wand, have it set by a Mage, then use it in each world to sever its connection with the Castle. You must then go to the Ethereal World, get a Scepter for the Mage in Carnage Pits, obtain from him a Djinn in a bottle, then take this Djinn, bathe yourself in a special mud using Basilisk Oil in the mud first and bake yourself in Lava. Finally, release the Djinn in the Ethereal Void at the Shrine of Spirituality to gain strength to blow the Horn of Praecor Loth to destroy the shell around the Castle.

This solution describes the shortest route to completing the game, provided you build sufficient strength in Lockpicking, Fighting, etc. Remember there are other ways to achieve your goal. You can also push your opponent off a cliff or into the water. Lobar in the Keep is the best trainer for Swords. Save after achieving any feat. Keep notes on all conversations: for example, Fiffif tells you the Castle was sealed at 4:15 in the morning, which you must know later.

### GENERAL

When selecting a character, try again if his total score (including random points) does not total at least 60. Generally speaking, unless you have a high Lockpicking skill you must find keys to open doors. Each key has a distinct description, such as encrusted with salt, strange resin, or grinning face. Unless the door is massive you can beat it open with an axe, which also applies to boxes containing items. Without the proper key, you may be required to return time after time. Skills are limited, so allot new skill points wisely.

There are no easy puzzles. You must keep records of which lever you pull or button you push, or which teleportal you use, and if unsuccessful, try again; some puzzles have as many as 32 combinations. Use the auto-print feature to keep track of your surroundings.

### MAGIC

By combining the 24 runes, you can cast 49 different spells. Scrolls and wands are also found, but watch out for cursed objects. (See list of spells not in manual below.)

### TRAINING AND RUNES

Nelson can teach you Lore, Julia Lockpicking and Disarm Traps (not needed). Nystul teaches Magic, and Fissif teaches Lockpicking. After arresting him, you can find him in the Castle Prison's southeast corner. Pick up all the Runes you find. Until you obtain a Vas, Tyme, Mani, Ylem and Hur Rune, your actions are limited. The Runes and their locations are listed below. Pick up everything you can lay your hands on: extra items can be stored in your Castle Room. Save scrolls to be used later in the Mage Test World, as Mana is not replenished until after the eighth level.

### THE SEWERS

Seek out Dupre for the key, and use it outside the secret room next to your room. Convince Fissif to give himself up. Don't fight the Headless or the Gazers yet. You are strong enough to kill bats and rats in the Sewers and explore the entire third level, collecting consider-

able loot. The far eastern path leads down to the Gazers. The entrance next to Fissif leads to the Headless. In the far northeast is a pit that will drop you into the fourth level. Avoid it.

Cover the entire third level, going to the extreme south-center section to find a ghost and a moonstone. You need the Walkwater spell. The moving stones in the beginning of the third level lead to water, near the down ladder that you will find. There are a number of runes to be found on this level, also a number of ladders. Descend the ladders, note on the map where they go and return. Do not use the crown in the Gazers area, which is cursed.

### THE ARMORY

On your return to the Castle, Charles will have found a key; get it. You will find the key to the Armory with a Reaper on the fourth level. Go to southwest part of the fourth level to meet friendly goblins, then east to a swampy area. Enter, kill the Reaper and get the sword hidden behind a weed (you must click on the weed before you can see it). Use Walkwater here; go back into the water if the Reaper is winning the battle — but get the sword, a powerful weapon. The key to the Armory is in the hole in the corner of the room.

In the Armory, get a Rock Hammer and any other gear you desire. If you have repair skill, use the anvil to repair the armor and weapons; otherwise, use Rel, Sanct, Yelm to repair all armor and weapons. Save scrolls and wands for when you are low in Mana, particularly in the Mage Test Area.

### TO THE PRISON WORLD

Go to Nystul's Room, enter the Library, go into the closet, walk into a wall, and you'll be teleported to the second level. Get the two boxes and runes. Walk around the outside of the castle until you find the way down to the fifth level. The large stone is here. Enter the north facet (a yellow brick) to reach the Prison World. If you enter the wrong world, turn around and return by walking into the black wall.

In the Prison World, walk past the Goblins and release the large Troll, who will kill all the Goblins. Then walk around and pick up items, including your first black gem (in the Captain's Room). Also get two pair of Golden Gloves in the Smithy. Wear one pair and go through the force field. Release the Bishop, give him the extra pair of gloves, collect all loot and return through the black wall. Take the stone to Nystul, use it on the Black Rock, and a side will light up brightly. Repeat this each time you get another stone.

### THE MAGE'S TESTING WORLD

If you can reach the Mage's Testing on the south side, don't bother going through the first set of tests. Cast Gate Travel on your moonstone, and it will take you to another one on the fifth level. Move the three switches, then go south and follow the hall. At the end, jump across, get the key and jump back. If you fall, you will battle a Headless. Get some loot and walk back into the main room of this level. Then go north, use the key and walk forward to get the moonstone. Go to the wall and enter the sixth level.

### LEVEL SIX: TELEPORT CENTRAL

On the sixth level are fifteen teleport pads. To get out, go south, then east at the first opening, north a little and use the teleport here. From the point where you arrive, go north, then east, then north, and west and use the teleport here. Next you will go west, south just a little, then west and a little north, then west to a teleport, which sends you into a circle. Go south around the circle, enter the third opening and go south to a portal unit. On the next one go east, and you will be on level seven.

## LEVEL SEVEN

Walk down to the third row of pillars. If you can fly, use E to raise yourself, then go directly east to an opening and you will be on level eight. If you cannot fly, you must use Walkwater to reach the opposite wall. Then Levitate and enter the opening.

## LEVEL EIGHT

You will see the numbers 3, 5, 2, 9. This means enter the third portal (clockwise) from the red carpet from the circle where you arrived. You will be teleported, and then use the fifth opening next; repeat this, using the second, then the ninth. If you get off the track, you will be returned to the center to fight a monster. Save as soon as you complete a path.

The last portal drops you off facing north on the northwest side, where (facing north) you will be on a path going east. (Explore the rooms nearby if you desire.) After turning south you will find a large room to the west. This contains the Gemstone and six Runes near a pentagram. Emerge from this room, go south, and walk into a white moongate. Continue until you find a purple floor, then use the moongate. You arrive in a room with a lava floor and three rooms. Do not step on the green parts of the floor, or you'll be ported to the wrong room.

## THE LAVA ROOM

Cast Flameproof, go into the room directly ahead and save. Enter the purple moongate. You will be teleported to a purple spot near some water. (If not, restore and try again.) On the right side of the water, follow the white walk. Make one turn, and on the next turn go directly ahead into the blackness. You will enter a room with a treasure chest. Open it, then go directly forward into the black wall, and you will be in front of a door with a force field. Wear the yellow gloves or circlet you found in the secret room, and you will enter another room. Click on the floor, and you will find everything you need (see list of Runes below).

Note: If you cannot Gate Travel, you will have to get to the fifth level the hard way. On the first level, go through the three grills starting from the left, then throw the switches and walk through the wall in the third room to the second level. On the second level, which is all ice, save the game and work your way south around the water. Go east, then north, push the button and go north to the gateway. Head east, keeping along the east side to the exit. If you start to slide, hit J for jump and Q for down.

On the third level you must get across the lava. You can jump, but first cast Flameproof; you may also walk across and Levitate (the opening is up high and directly in line with the third set of columns, west of your entrance, on the north wall). If you jump and land on an arrow pointing east, the last column in the row will disappear.

The fourth level consists of a series of varied level columns. You must reach the northeast corner. Try to go northeast at all times; it may be wise to jump. On the fifth level, get the moonstone. Drop it by one of the yellow carpets on the sixth level. After completing the eighth level, cast Gate Travel, then use the carpet to the entrance back to the Black Rock. At this point leave the moonstone in your room, for easy return.

## THE CARNAGE PITS

Enter the moonstone's southwest facet to reach the Carnage Pits. Accept the first person you meet as a servant. The quick way through here is to avoid talking to anyone else, or you will be challenged to fight. A man called Darstag, in the northwest section, is the bully; he has the Black Stone.

From the entrance, follow the road, then go north, then northwest, past three doors on

your east. Head west to a door to the north, which is where you will use your rod to cut the ties later. Continue west, then south, west, go north and fight Darstag and his crew.

Then go due south and kill a Mage, who has Basilisk oil. Go back north, then east past the northern door to a winding road. Enter and descend a level. Go east and north until you reach a big room. Go to the northwest section and take a tunnel that goes north and swings around to the west and south, where you will reach a room with skeletons on the outside perimeter. Time yourself and stay on the inside, then go east across a long bridge.

Continue east through some cells, then south until you meet the Mage who has the Djinn. He will tell you what he wants for it. You can search the rooms (the one south of the north-south intersection has the B, D, K Runes in it). Now go all the way north and down to another level. There are a number of side-quests here, but it's better to simply hug the eastern wall, then go east to a secret door and open it. Cast Stop Time and kill the Liche. Then cast on your moonstone and head for home.

### KILLORAN KEEP

Reach the Keep by entering the northeast facet. You will recognize it by a soldier standing nearby and some large cats wandering around. This is the area the Bishop talked about. Do not talk to Mystell until you have reached and talked to a girl called Kintara and a man named Loba. Remember their seventh virtue, silence, and also where the girl is from and where she is going.

Seek out Mystell and answer her questions. She will ask you to spy on another Mage named Altara. Go to her, explain that you are supposed to spy on her, and she will befriend you and tell you about the Listener in your Castle and give you a dagger that will kill it. Go to the northeast side of the Keep and enter the next level by jumping down. Then move one of the candles and get the Black Crystal. You can go south if you wish and talk to the large cats. Return to your room in the castle.

### THE CASTLE: LEVEL FOUR

Go to the fourth level under the Castle by first going to the fifth level, then north to an opening just above the Pulsating Rock. Ascend this ladder, go north through an opening, cast Walkwater, and go east to land. Go south until you run into a wall. Just south (from the water) is an opening. Go in and, using the dagger, enter the passageway through the lava. Kill the imp that is flying around. If your dagger is broken you have accomplished your mission. Go back up north until you come to an opening that goes north and east. Enter, kill the spiders and get two black spider eggs. Go to your room.

### TALORIAN WORLD

Go here via the southeast facet. You recognize it by the brightly colored walls. You will land on a pad; to return, step on this pad; it will throw you into the air to hit a black ceiling, which sends you back to the Rock.

You begin in the direct center of the area. Go west to the second north-south hall, turn south to a corner room with four teleports. Go out the east entrance, turn south at the second path in the room you arrive in, and talk to the Shimmering Circle, who is the Historian. He will refer you to the Futurian. When you are through talking to the Futurian, get the Red Crystal in the room behind him. Number M4YB is a control unit. Leave, return to the east-west passage to the teleport room, go north to the third passage west, go west, jump down the hole and go through the passage to lava pits. Go north to the junkyard, get crystal EOY2 near lava. Go to the other end of the lava, enter this room and take the gold cross bars with two blue gems. (It's the Delgnizator.)

Walk across the lava at the brass plate to an island, pick up the black crystal and return to the shore. Be sure you have used the Flameproof spell. Go to the east side to a room similar to the one through which you came down. Go to the center, and you will be moved to the upper level. You are supposed to see the Data Integrater, but instead go south to the second passage east.

Enter this room, kill the occupant, then go to the back room, which is the Billy Skup Room. Look for a pull chain, check and see if it's in the up position. If not, put it there, then put the Control Crystal in the Yellow Hopper, put the Delgnizator in the center blue circle, and the information crystal in the Purple Hopper. Now pull the pull chain, and a new operator will appear. Exit and return to the north-south passage. Head north to a teleportal room, go west and enter the second passage north. Go north and in this room and pick up a wand, which will be necessary later. Now use the moonstone and return to your room.

### KILLORAN KEEP AND ALTARA

Revisit the Keep and see Altara, who will ask you to get a wand and two spider eggs to make a wand that will sever the ties to the Guardian. Click off, then go back and tell her you have the components. When you have the rod, go to the southeast corner of the Barracks Room. Locate the secret door, follow the hall, and you will be challenged. Fight the guard, who will turn into a demon. After killing him, enter the room and go to the two floating brains. Use the wand (don't attack the brains), then return to the rock.

### PRISON AND TALORIAN WORLDS AGAIN

Use the wand in the room where you met the Bishop. Then go to the Talorian World and use the wand in the Skup room. Return home. To clear the Mage's Test World, you must use the wand in the area where you found the black crystal. This will be easier because you can now fly. On Level 5 you will be in familiar territory: just look at your maps of levels 5, 6, 7 and 8. Use the rod where you found the Gem, then return to your room.

### LOTH TOMB

Enter the west facet. If successful, you must search the eight passages. From your initial position, collect eight bits of map, then go to the northwest section of level three and get a key. Return to level one to bypass two Liches.

There is a shorter way: take the northwest passage, where you must use the rock hammer. At the end of the passage you will find the gem and can use the wand. The trouble is that you must also get the Horn from Loth. This involves going north through some spiders (run through), jumping onto a platform, and going around and up steps to the second level. From there head due south, ignoring the double passageways, and go all the way south and talk with Helene about Loth.

Now go back north to a passageway with a grill going east. Open the grill, go east and up, and take the first cross road going north. Silvanius' ghost will try to talk to you. Ignore him, take the next west path, the next north, then west, south and north; stop short of the big room. Save, cast Iron Skin and get the spell Freeze Time ready.

Turn the corner and jump into the big room. If the Wisps attack you, cast Freeze Time. Pull the chain at the west end of the room, then go to the center north, open the door and enter the passage. Go north at the first intersection. Stop, sleep, save. Enter the next large room, exit in the northwest, and cross the next room going east. Follow the passage until you see more Wisps, then cast Freeze Time and take the passage that goes northward at a slant.

Shortly you'll see stairs going up. At the top stop, sleep, then pull the chain to open the grill. Go past the smoke and you'll encounter your first Liche. Slay it, proceed south, kill the

next Liche and two Golems (cast Stop Time for them). Rest, then go east, fly and land on a pentagram. Remove a candle, fly back and proceed south to slay Lethe, another Liche, and get her sword.

Go east at the next intersection. When you reach a waterfall, you may have to use a portal to get through. On the other side are a number of small monsters. Open the door, pull the chain, and retrace your steps back to where you started. Go south once more, fly across the Pit and talk to Loth. He will give you the Horn. Take what is left and return to your room. Use the crystal on the Large Rock and prepare for the next world.

### ETHEREAL VOID

Travel here via the northeast facet. You'll be facing a yellow wall. Cast Fly and go up, but don't hit the roof. Use E to lift Q to go down, then move forward, cast Portal and fly up until you see a fence. Cast Portal again and look into the Box. Get the Black Gem, use the rod, then the moonstone. You will be nearly out of Mana, so must return later for the scepter. By now you should have cut the lines of force on the Keep, Loth Tomb, Pits, Ethereal Void and the Prison World, Talorian and Mage Test Worlds.

### ICE WORLD

Take the east facet. A few steps to the west after you enter, you'll find three skeletons and much loot. Work your way south on the ice. If you start to slip, jump. All the way south, follow the passage. Near the river you will find the Gem. You can return to your room at this point, but later you will have to go back, use the Dam and go to the city, as well as use the Filanium Mud.

### THE VOID AGAIN

Now you must get the scepter for the Mage under the Pits. Prepare yourself by having the Fly spell ready, the Rune map off and a storage bag opened. When you reach the yellow wall, save. Turn 180 degrees and go down the yellow road. Fly through the red moongate and straight ahead over a lava pit. You must walk between two walls, go forward and grab the scepter at the Demon's feet. Put it in the bag. Fight if you can, but when you reach the Castle, you will have the Scepter. Take it to the Mage under the Pits, for the Djinn in the jar.

### ICE WORLD: THE LOST CITY

With the Basilisk Oil (from Mage in Carnage Pits), head back to the Ice World. Do as you did before, but this time walk up the river until you reach an opening on the east. Ascend, and you will be in the Dam area. You must fight a ghost to get through. But enter, and you will have to pull a switch and turn a gauge to reach a pillar standing by itself.

Using the information on the ragged scroll, put the lever, switch and chain up, the button light. Now step through the force field and locate the key. Return to the platform. Set the lever down, switch down, chain up, button dark. Go back through the force field and look for a door. Enter and use the main control switch. Now go back and down the steps to the river. Go south, then north a little and enter a path to the west. This takes you to the Lost City. Use the wand at the fountains in the middle of the city. There is one secret door in the City and two houses through a tunnel you don't want to miss.

Next go south and all the way to the northeastern sections, where you will find some Yetis. Kill them and use the Filanium mud with the Basilisk Oil. (To get coated: use Walkwater, go up on the mud, drop the Oil, step forward, then click Walkwater off.) Return to the room, then to the Keep and the place where you used the wand. Use Iron Skin and bake yourself in the Lava.



**MORS GOTH**

Visit Altara, who will have left a note about Mors Gotha. You need a secret from her. She is in the Captain's Room in the north side of the Barracks. You must kill her. She will be saved by the Guardian, but leaves her spell book behind. Take it and use the entrance to the castle. Give the book to Nystul, and your answers will be the Throne Room at 4:15 in the morning.

**THE VOID**

In the Void, enter the red moongate, then the white moongate, and you will see a pentagram and skull. Cast the Djinn bottle on the ground and attack it to break it. Then return to your room, see Nystul. Mors Gotha will come. Slay her, then go to the Throne Room.

**LOCATIONS OF RUNES**

Altara Keep: Ort-Wis-Corp  
 Carnage Pits, Level Three (Liche): Flam  
 Carnage Pits, Level Three (second Liche): Vas-Por  
 Carnage Pits, Level Two (room in south): Bet-Des-Kal  
 Carnage Pits (Darstag): Hur  
 Carnage Pits (Mage): Kal-Ort-In-Nox-Por  
 Castle, Level Three (Fissif): Lor  
 Castle, Level Three (Ghost): Nox  
 Castle, Level Three (Gazers): Ex  
 Ice World (Lost City): Quas-In-Grav-Nox-Rel-Mani  
 Ice World (right of entrance): Wis  
 Ice World (room north of dam on river): An-Ex  
 Lady Tory Room after death: Quas  
 Loth Tomb (just before level four): An-Wis  
 Loth's Tomb, Level Four (Three Liches): Nox-Vas-2 Flam-Hur  
 Mage's Test World, Level Two (Skeleton): Nox  
 Mage's Test World, Level Eight (first room): Bet  
 Mage's Test World, Level Eight (Pentagram): Sanct-Por-Uus-Ylem-Wis  
 Mage's Test World, Level Eight (vault in floor): two Flam, two Tyme, two Vas  
 Nystul's secret room: Yelm-Ex-Rel  
 Prison World (Smithy): Yelm-Rel-Sanct  
 Your secret room: Jux-Bet-Mani-In-Ort

**SPELLS NOT IN MANUAL**

Rel, Sanct, Yelm: to repair all armor and weapons  
 Quas, Mani, Yelm: to fill your stomach  
 Bet, Wis, Ex: to locate something  
 Van, Ort, Ylem: to recharge a wand or anything  
 Wis, Ex: to map an area  
 Vas, Kal, Corp: Armageddon (don't use it.)  
 An, Kal, Corp: Turn Undead  
 In, Tyme, Jux: Time Trap  
 Vas, Ort, Ylem: Enchant  
 In, An, Flam: Frost  
 Quas, An, Corp: Valour

Uus, Des, Por: Bounce  
 Bet, In, Sanct: Resist Blows  
 In, Bet, Mani: Lesser Heal  
 Rel, Tyme, Por: Speed

### BEST WEAPONS

Castle, Level Four (Reaper): Sword of Major Damage  
 Loth's Tomb (Lethe, Liche): Black Sword  
 Mage's Test World, Level Eight (Vault): Jeweled Axe of Fire Doom

The Enchant spell will raise any item, such as a sword, up one step from Normal to Additional, Major, Great, Very Great, Unsurpassed. Save before using, as it might destroy the object.

# VEIL OF DARKNESS



## TYPE

*Fantasy role-playing*

## DIFFICULTY

*Intermediate*

## SYSTEM

*IBM (Required: 600K, VGA, 3" floppy. Supports: mouse, joystick, Ad Lib, Sound Blaster, Roland)*

## COMPANY

*Event Horizon/SSI*

FROM CHRIS STRAKA, WHO DID *THE SUMMONING*, THIS STORY BEGINS WITH AN UNUSUAL SCENE IN WHICH AN EVIL FORCE PULLS YOUR SINGLE-ENGINE PLANE INTO A CURSED VALLEY IN ROMANIA. YOUR DESTINY, IT DEVELOPS, IS TO FULFILL AN ANCIENT PROPHECY AND RID THE LAND OF THE "VEIL OF DARKNESS" CAST UPON IT LONG AGO BY A VAMPIRE WHO STILL STALKS THE SHADOWS. THE 3-D OBLIQUE-ANGLE ANIMATED GRAPHICS COMBINE WITH A SOLID "POINT AND SLAY" ICON INTERFACE THAT MAKE THIS A QUESTER-FRIENDLY GAME. IT ALSO HAS AN AUTOMAP THAT CAN BE PRINTED OUT, AND YOU CAN DO THE SAME WITH ALL CONVERSATIONS. COMBAT INTENSITY IS ADJUSTABLE, A BONUS FOR THOSE WHO PREFER FOCUSING ON THE PUZZLES. THE HORROR THEME AND EXTENSIVE USE OF OUTDOOR SCENES ARE THE GAME'S STRONG POINTS. COMBINED WITH CHRIS STRAKA'S ENGAGING STORY, THEY MAKE *VEIL OF DARKNESS* HIS BEST QUEST YET.

## THE SOLUTION

### MAKING MONEY

Most plants can be sold to Annabel. Others you can use for various things. The primary plants are nasturtium, cowberry plants, comfrey, carline thistle, mushrooms and betony. By placing one in your hand and clicking on it, it will tell you what it will do. Don't sell too many plants, for you will need some of them.

### KIRILL AND THE SECRET DOORS

Talk with Kirill, who asks you to get a hammer from a neighbor. As you enter the house and one room, you will note a blood trail to a bookcase. Push the bookcase to one side to reveal a secret door, and enter to find the neighbor's body. (Talk to Ivan to get sack of 26 coins.)

Other secret doors you may find follow the same pattern. Take the two coins and piece of cloth for later use. Talk with Kirill, who tells about the Prophecy, which will tell you all the steps you must take to free the land. Kirill will also inform you of Kairn, a vampire who controls all life. You can refer to the Prophecy at will.

### TALKING WITH PEOPLE

In the local bar, you will overhear conversations about the Monastery, Other Village, Crazy Franks, Gypsy Camp and Farm House, and you will see these locations appear when you click on the map as you progress. You will quickly learn the game's pattern by carefully studying the conversations, for words spoken now will give you clues to future events.

For example, on one of your first visits to the bar, two events happen that will reflect on your future moves. One relates to the Barkeeper giving a light to a girl: there seems to be no matches in the valley, except this bar. The other refers to the Cup and its description.

### THE FARM

Upon returning to Kirill, you meet with Deirdre who gives you a ribbon, similar to the glove given a Knight. This will come in handy later. Your first visit is to the farm. The barn is mentioned by Sylvia, the wife of Boris, the farmer. Here is another hint: she is cutting up rats for dinner. Boris also tells you of the crash site of your plane. Visit the barn and get the Pitchfork, which has 30 hit power.

### THE CRASH SITE

Get three cowberry plants, which you can sell. You must kill some wolves. Use the knife and pitchfork. Go to the bare tree on the southeast side of the screen, where you will find a man turned into a tree. He wants to be set free. Go to the Monastery, where the Abbot will tell you what he can do for you, including resurrection, which involves ashes and a cup.

### THE MONASTERY AND OTHER SITES

Explore the monastery. In one of the lower levels, you will find a clerk who is cursed with a Quill to write forever. He can't tell you how you can help him get rid of it, but if you use the keyword "Quill" he will give it to you. Keep it for later. In another cell you will find a mace, useful for bashing Skeletons, and a Book called Crystal Innate.

### KEY TO THE CATACOMBS

In the village bar is a reference to a package Eduard sent to the Gypsy. Go to the Candlemaker (in basement), talk to him, then visit the son. Mention Natalia, visit Gypsy Camp, talk to Carmen. If you have wounds, she will heal them. Also talk about potions. To cure the madness, you need fennel seeds, leaves of betony and a wide-mouth jar with a face painted on it. Talk to the woodcarver and also to the fortune teller. Ask her about "Package," and she will give you a key to the catacombs under Eduard's home.

### GETTING A MATCH

Buy a lantern from Ion in the village store. Borrow a pipe from Kirill (say "pipe") and go to the bar. The barkeep will offer to light it, but he will be interrupted and will give you the match. Go to the crash site, light the lantern, throw it at the tree, collect the ashes. Back at the village, go to Annabelle's and buy fennel seeds.

At Eduard's home, go down to the cellar and get seven coins. You can now unlock the door with the key. Move another bookcase to find the entrance to the catacombs. This is a maze; print it out as you progress.

### THE MAZE AND THE ABBOT

Follow the maze to the end. Proceed westward to Kirill's Wine Cellar (more coins here). Get the key (to the lock door leading north in the Cellar). Take the wine and go to Eduard's home. Go to the bar, and you will be offered the Cup to drink the wine from; keep the cup for now. Go to the Monastery, where the Abbot will resurrect the ashes of the former tree. Say "cup" to get it from the Abbot. The former tree inmate is mad at you, but upon pressure reveals that your plane was dragged to the swamps.

Upon returning the cup to the bartender, you will hear about the murder of Jasca the minstrel. In his room above the bar, you will see the torn body of Jasca, slain by a werewolf. Search to find a key (to the balance of the catacombs), violin and sack with coins. Explore the catacombs to find a Signet Ring, Torch, some coins and a bigmouth jar with a face on it.

### THE SECOND VILLAGE

By now the second village has been mentioned. Here you will find a Magistrate, Silversmith, the Gravedigger, the Historian and a young lady in a coma. The Historian will ask his Mother what she is chewing, and she will tell you betony leaves. The Historian will advise that some can be found in the Cemetery (say "betony"). He will also describe the History he is working on, all of which is important to you. Buy the Talisman, the only thing that will save you from the Banshee, seen as a circle of light. In the Cemetery you will encounter two skeletons; carry the mace, the ideal weapon. You will find the betony leaves and a Demon who will not allow you into the Mausoleum.

### A SILVER SWORD

With fifteen coins you can get a silver sword from the Silversmith. It can be blessed by the Abbot, making a good weapon for Zombies and Ghosts.

### THE DIAMOND

In a little house you will find a Christana, a young lady in a trance. You attempt to bring her out by using the name "Andrei," and discover that Andrei is a Zombie locked into a second

floor room in Kirill's place. Do not go after him until you have the silver sword made and blessed. Then discuss it with Kirill, who agrees that Andrei should be killed. Do it. Search and recover the Diamond.

In talking to Kirill you discovered that he traded his daughter Deirde to Kairn as a future wife. Return to the son of the Candlemaker and buy two candles; save for later. Say "locks" and get a lock of hair.

Take the fennel seeds, betony and big mouth jar to Carmen, who will make you a potion to cure madness. Take this to the little girl Natalia above the hardware store in the first village, and you will receive a gold pin.

### CROSSROADS AND THE MURDERER

Go to the crossroads and talk with the hanging man, Ambrose, who was hung for the murder of Eduard. Further down the road is a witch who wants a key from Ambrose. He refuses to let it go until the rightful murderer is hung.

Go to the second village, where you suspect that the Gravedigger, Kregorh, knows more about the murder. Go to his home and, in his back yard, collect the shovel and examine the parsley plant. Inside, go to the bedroom and get a shirt matching the piece of torn cloth from Eduard's death site, and a bottle matching the ones in the murdered man's home. Take the evidence to the Magistrate.

### BACK AT THE VILLAGE

Offer the parsley to Annabelle. After she speaks, go back to the Magistrate and tell him what Annabelle told you. He will investigate further and hang Kregorh. Go to the crossroads, where Ambrose will arise from the dead and give you the key. Use it to unlock the library at the Monastery and get the book *Etheric Rites*, with which you can release her grandfather, who is the Demon at the Tomb. Also have your weapon and one candle blessed. The witch agrees that as soon as her Grandfather is free, she will inscribe the horn for you if you locate the horn.

### THE SWAMP

Get your knapsack, machete, a rope, pistol, and a lighter. There are wolves here, so use the pitchfork and machete. Use the rope on the tree and enter the sinkhole caverns. You will find a lot of mushrooms and some coins. Sell mushrooms to Annabelle, but keep at least three for yourself.

### THE WAYWARD WOLF

After getting the pistol, go to the Silversmith and have him plate the bullets (say "bullets"). By now the Magistrate will have offered you a reward if you can kill a wayward werewolf. While in this village, go to Kreogh's home, where you can now enter the cellar and get the book of Souls and some other loot.

Say "werewolf" to Sylvia, the farmer's wife, and shoot her with the silver bullet. Collect the reward (which includes old coin) from the Magistrate. When you return to cemetery you will meet with Lucian, Natalia's dead father. He has a key for the Attic of the Mansion behind the hedge maze.

### MAKING THE GHOST DISAPPEAR

After getting the Book of *Etheric Rites*, you need a Silver Bell. Have one made at the Silversmith (say "bell"). It costs eight coins; watch the coins for one that is different (an old coin). Keep this coin, otherwise you cannot finish the game.

Tie the red ribbon to the bell, go to the cemetery and dig up Vladmihir's grave. Get the iron spike and light the blessed candle. Keep it in one of the slots and go to the Grandfather holding the bell by the ribbon. Now strike the bell, and the Ghost will disappear.

Return to the bar and buy the tooth from Matthias. Take it and the candle to Maria, the fortune-telling Gypsy. After getting a voodoo doll, place the gold pin in one hand and the doll in the other, then go to Frank's House. He will tell you his secret about the Cave.

At some point you must get the hammer back from Kirill's man-servant, then buy nails at the store. (Say "hammer" to Ivan.) Also enter the deserted house next to the store and get the pry bar.

### HEDGE MAZE AND MANSION

Work your way through the hedge maze. You must cover most of it until you obtain six garlic bulbs. At the end you will run into a large mansion. Work your way to its northeast corner; you may want to go there first, then return for the balance of the garlic. Creatures there can be killed with the machete and pitchfork.

In the Mansion, explore and get the rapier in the attic. In the library, get a book called Book of Temporal Incantations, which will reverse aging from the shades. Mischa will give you a holy symbol that glows when you get near a vampire's coffin. (Buy tobacco in village for Mischa.) Now you can go from the Mansion to anywhere in the Valley. You may desire to go back into the maze for the sixth piece of garlic (in the northwest corner).

### DARK FOREST

In the forest, go north to the Woodsman, then west and a little south. You will run into shades. Use your torch and locate the Horn. Somewhere in the north is the Rowan staff, and in the northeast you will encounter the Banshee. As long as you have the Talisman, the Banshee will not bother you.

Just north of the Banshee is a cabin, where you can get the Hunting Hat. As you search, you will find coins and a crystal that increases your strength. Take the Rowan staff and have Carolus shape it for you; it is necessary for fighting Wisps.

Take the Horn to the Witch, then go to the Lake. You will be attacked by Wisps. After killing them, collect flowers, then go to the Gypsy's camp to be healed. Back at the lake, use the horn, and the ferryman will take you to the Island. You have four more Wisps to slay, then search and get the Dagger.

### THE TOMB

You must have the Signet Ring, Diamond, Violin, Coin, Rapier, Hunting Hat, Quill and Dagger. Go down in the Tomb. Slay or avoid Zombies. Work your way to the north-central area, where you will find Kairn's father Nikolae and his six brothers. He wants one or two of the above items. The spirits will then blast a hole for you, and you can get a box with the daylight in it as a final weapon for Kairn.

### ROOM WITH NINE DOORS

Take the garlic to Annabelle, who will make you a necklace. Do not wear it until the last moment. In Kairn's Stronghold, enter the room with nine doors. Starting in the northwest and facing west, go counter-clockwise. You will find secret doors behind the cabinets and end up in a room with the coffin and Deirde behind some bars. (The southwest door leads to the cabinet, northwest to Kairn.)

Nail the coffin shut. Also get the key for Agrippa. Then go up in this area to the third level and get the book "Disposal of Evil." You will need Holy Water.

### BEHIND THE OTHER DOORS

Door 2 reveals two shades, three Elixirs and a Healing potion. Door 3 has one skeleton and coins. Behind Door 4 is a ghost. Door 5 holds nothing. Kairn is behind Door 6 (northwest door) on the third level. Doors 7, 8, 9 have crystals, elixirs, coins.

### CRAZY FRANK'S CAVE

Kill the Vampire women with Holy Water, or run past them to the northwest. Use prybar on the barred door, enter and you will see the Agrippa. Release it, and it will give you Kairn's true name (Dauthr). You now smell of Brimstone and no one will talk to you until you use the book "Disposal of Evil."

### KAIRN

If you have previously worked your way up to the second level of Kairn's room, you will be ready to go up. First use the garlic necklace, then take the box of light in one hand. At the bottom of the steps, eat a mushroom, and you will go blind. Go up and click your mouse to the left side of the room. Kairn will not be able to command you. When he attacks, use the light and immediately use the Holy Water, then call out his true name (Dauthr). He will head for his coffin. Follow him. If you fail to follow through with all the steps, the stone statues will come to life and kill you.





# WAXWORKS

**TYPE***Horroristic role-playing***DIFFICULTY***Advanced***SYSTEMS***Amiga, IBM**(Required: 286/16+, 640K, hard disk, VGA, mouse.**Recommended:**386/16+. Supports: all major sound boards")***COMPANY:***Horrorsoft/Accolade*

**A**FTER INHERITING A WAX MUSEUM, YOU LEARN IT WAS CURSED CENTURIES AGO BY A WITCH WHO PUT A HEX ON ALL TWIN MALES EVER TO BE BORN INTO YOUR FAMILY. WHICH MAY EXPLAIN YOUR TWIN BROTHER'S DISAPPEARANCE IN A CAVE BENEATH THE MUSEUM. ONLY BY SOLVING SEVERAL INDEPENDENT QUESTS THAT ARE LINKED TO

THE MUSEUM'S EERIE EXHIBITS CAN YOU BREAK THE CURSE AND RESCUE

YOUR BROTHER. LIKE THE *ELVIRA* GAMES, THERE IS EXTENSIVE COMBAT THAT GETS VERY BLOODY. GRAPHICALLY IT IS OFTEN GRUESOME, AND IS NOT RECOMMENDED FOR YOUNGER PLAYERS. BUT MORE MATURE ADVENTURERS MAY ENJOY THE VARIETY OF LOCATIONS: EACH EXHIBIT TELEPORTS TO THE LOCALE IT DEPICTS, FROM LONDON TO SEARCH FOR JACK THE RIPPER, TO THE PYRAMIDS OF ANCIENT EGYPT. GRAPHICS, ANIMATION AND SOUND EFFECTS ARE

EXCELLENT BUT GORY, AND THE INTERFACE CONSIDERABLY IMPROVED AND EASIER TO USE THAN IN *ELVIRA*.

## THE SOLUTION

### GENERAL

There are four major areas and one minor area. They may be entered in any order and are self contained. You cannot take objects from one area to another. Once you enter an area you cannot leave until you have completed it. At any time you can talk to your Uncle via the crystal ball for advice, hints and clues. Mapping is a must, so maps for the most difficult areas are provided. (In London, you can copy the on-screen map.)

### ANCIENT EGYPT: LEVEL ONE

Enter display. Go north and east into room. Take papyrus with symbols, papyruses, lamp, jugs, and jar with oil. Open chest. Get scarab brooch. Exit. Go north, then east. Pick up sword and equip. Continue east, then south and get the sand. Go north (note the prop). Get more sand. Continue north to tuning fork one and take it. Return east, south, then west. Note pool containing alligator to south. Go to room in northwest corner and get tile and weight. Go south to glass. Use tuning fork. South. Avoid wire trap. Head east and go up stairs.

### LEVEL TWO

For the Tumblers door, enter these numbers clockwise, starting at 12 o'clock: 8, 4, 2, 7, 8. Go north, west, north and step on loose tile. To avoid boulder, run south and east into first opening. Avoiding wires, follow map and pick up hammer and weight. Return to Level One and knock down prop with hammer.

Return to Level Two. Go to northeast corner, then south. Get tuning fork two, entrails and tile. (Note hot coals west and south of tile.) Return to pool on Level One. As you go, pick up a spear from any guard you kill. Stand at edge of pool. Drop entrails. Take one step back. Use spear on alligator. Get spear. Walk to edge and fill water jugs. Go up to hot coals. Along the way, knock down the prop. Empty jugs on coals. Proceed west and north to stairs. Up.

### LEVEL THREE

At pipework, click on arrows to divert water into jar with hieroglyph different from the rest. Go to glass. Use tuning fork two. Go south and east past prop. Knock down prop. Go east and get tile. Move south to Sand Trap. Touch sand and drag into pot. Repeat. Go south through stone carving. Avoid boulders. Get tuning fork three and rock. Go to door to Archer Trap and throw rock. Enter and get bow and arrow. Go up.

### LEVEL FOUR

Get tuning fork four. Return to Level Three. Use this fork on glass barriers to north. Get tuning fork five. Return to Level Four. At Pit, shoot arrow into target. At glass barrier, use tuning fork three. Knock down prop. In Tiles Room, read Anubis document you picked up in first room on Level One. Do not click on these hieroglyphs. Up to Level Five.

## LEVEL FIVE

When gassed, turn facing west to see mirror. Use tuning fork five. In first room, get amulet from dead artist. Go east to room two. Use spear on south wall. Go to Snake Room. Drop oil. Light pool of oil on floor. Get tile. Return to room one. (Note hieroglyphs for name of god on south wall in box.) Use spear on south wall. Enter and go up.

## LEVEL SIX

Go north and west to the first room. Look inside jars/baskets and get a weight. Do same in next room. Head north and east to sarcophagus. Put scarab in recess. Get weight inside. At Balance Pans, save game. Put weights on pans until they balance. Door will open in south wall. Go south to Anubis statue. Climb on. Put amulet in recess. Climb down. Click on small statue. Climb stairs.

## GRAVEYARD

Go east, north, east, south to Gardener. Get sickle. Equip. When you encounter zombies, first hack off their arms, then their heads. Hack your way west to fence, then north. Pick up stake and sharpen with sickle. North, east, north, west to Church. Enter. Save. Go to altar. Use stake on Bat/Vampire. Get candlesticks, chalice and bread. Examine statue's neck. Twist to cancel force field on door going up.

Go to Family Tomb in northeast corner. Go south four, east one and turn south. Get iron railing. Go to north side of Family Tomb and put railing in crack in tomb. Enter. Open first three coffins from your left. Talk to corpses. Talk to your Uncle. Return to Church. Up to Belfry. Touch Vladimir.

## 1888 LONDON

Quickly get purse from dead girl and go south and east to avoid police. You must continually avoid police. Follow map to room with meat. Look inside barrel. Get meat. Examine purse. Read diary. Exit and go west past barrel in street to room with rope. Get rope from barrel in room. Head south to Docks and east to Warehouses. Enter first Warehouse door to the south. Continue south to pier. Get plank.

Follow map to room with ladder. Climb ladder. Go west. Put plank across gap. Enter window. Down to Locksmith/Cobbler. Get pencil, skeleton key and security key. Look at diary. Use pencil on upper right page. Back to roof. Tie rope to chimney. Down. Go into window, then down to Lawyer's. Get letter and key. Read letter. Look inside filing tray. Get map. Examine.

Go down to Tailor's. Get and wear waistcoat, jacket and top hat. Exit and return to street. Go east, north, and east to open door behind Chemist. Unlock other door. In. Get sleeping pills. Put sleeping pills in meat.

Return to barrel in street behind Pawn Shop. Climb barrel. Give meat to dog. Open bolt. Down. Open door to south. In to Pawn Shop. Move clothes. Unlock and open safe. Get gold watch. Look inside vase. Get police whistle. Alternatively you can take the shotgun and cartridges. Get cane. Go to Black Bull Inn. Talk to bartender, pimp and pickpocket. Give gold watch to pickpocket. He will get you the address book and key. Read book. Examine key. Using map, go to Treacle Lane. Enter Molly Parkin's house and get letter. Read.

Go to Ship Inn and talk to bartender. He will give you a crowbar. Exit Inn. West to street. Face north. Save. Blow whistle (or shoot shotgun). Quickly turn west and run west. After police disperse muggers, go to second Warehouse door on Wapping Lane with padlock. Unlock. In.

Go west, west, south, south and open crate. Get tea.

Return to Ship Inn and give tea to bartender. He will give you a key. Go to last Warehouse door on Wapping Lane. Unlock, in, south. Talk to Molly. Save game. South. Face west. Select cane as weapon. Kill Jack The Ripper.

### THE MINE

Turn around and get the chemical sprayer. Examine Professor and get lighter and screwdriver. When attacked, use chemical sprayer. Go east and take the first turn south. Follow map to prop and get it. Use the sprayer on poison pods. Return to main tunnel and drop the prop on the tracks nine steps east of the elevator.

Head east on tracks until you see the mine cart coming. Backtrack and duck into the first opening. Get the iron rod from the car. Equip rod and use it against mutants if your sprayer runs out. Follow map and get welding torch. Return to tracks and go west two, then north. Spray hanging tendrils. Go north and kill mutants with your iron rod. Go north to Prison. Continue north and get the shovel. West. Watch out for pods. Then south to the Welders Mask and tank of Gas.

Go back the way you came. At the fifth step east along the northern route, scrape charcoal off of a burnt prop twice. Continue east and note generator. Go east to storage room. Burn off the lock, enter and get the dynamite and detonator. Return to the prisoners and open their cell. Enter and talk to prisoners. Go east on the tracks and take the first turn north (two pods). Get doctor's bag and key. Search Medic and get handkerchief. Take bag to the Doctor in Prison.

If your sprayer has run out, go to the gas generator and use the screwdriver on the drain plug. Quickly use the sprayer on the hole until it is full (about one second), then replace plug.

Return to area of first trip to get prop. This time follow it all the way around and get the Protection Suits and Gas Masks. Put charcoal into handkerchief and handkerchief into gas mask. Wear it. Now you won't have to spray the pods.

Follow map to drill. Burn any hanging tendrils. You will enter a dark room. Feel around for miner. Get drill. Feel around for hole. Get the drill bit. Go to east and south and get the toolkit and another handkerchief. Repeat process to crease filter in gas mask.

A little north and west of you is another set of tendrils. Burn these. Pick up two sections of wire. Return to the generator and fill the gas drill. Go to elevator. Unlock gate. Leave Doctor. Lock gate. Return to the Prison. Talk to Soldier. Give him all the items he wants. He will join you. Proceed to Monster and one more set of tendrils.

Allow yourself to be drawn towards the Monster. Using the iron rod, poke out all his eyes, then blast him with the gas. Move around with Soldier until he drills all holes (eight) and places the dynamite.

Return to elevator. Get the antidote. Take it to the Electrician in the Prison. Return to elevator. The Electrician will repair it. Enter elevator, turn around, look at the controls, use the detonator, and press the up button.

### WAXWORKS

When you have completed all four areas, you return to the Waxworks museum and are given poison, a ring, knife and amulet, and instructions for their use. Wear the amulet. Once you enter the Witch display, do these steps quickly: 1) Throw poison. 2) Get crossbow. 3) Shoot crossbow. 4) Use knife. You will be taken to your brother. Look at him. Use the ring on him.

## MAP KEY

**The Mine**

- A: charcoal
- B: shovel
- C: gas generator
- D: explosives
- E: pick
- F: welder's mask, tank
- G: Doctor's bag, key
- H: monster
- I: elevator
- J: mine car
- K: wire cables
- L: drill, bit
- M: prison, doctor
- N: welders' torch
- O: tools
- P: gas masks, suits
- Q: prop
- R: poison vines
- S: poison pods

**The Pyramid, Level One**

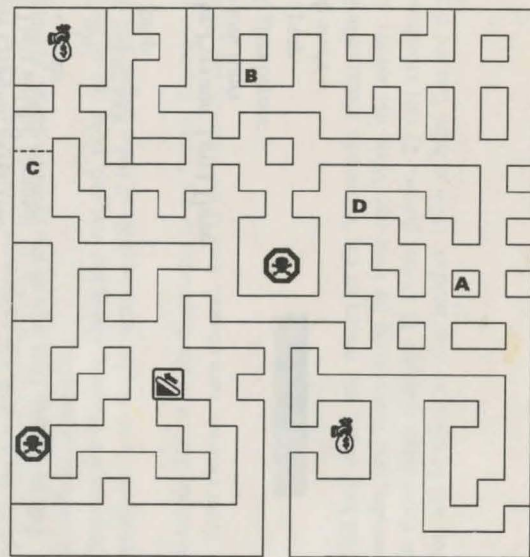
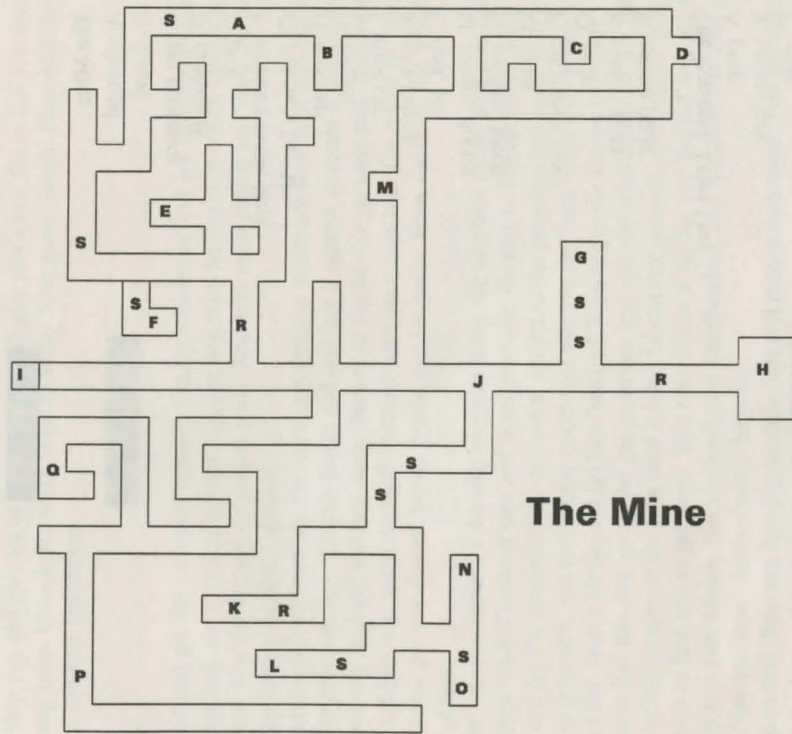
- A: prop
- B: tuning fork
- C: glass
- D: sand

**The Pyramid, Level Two**

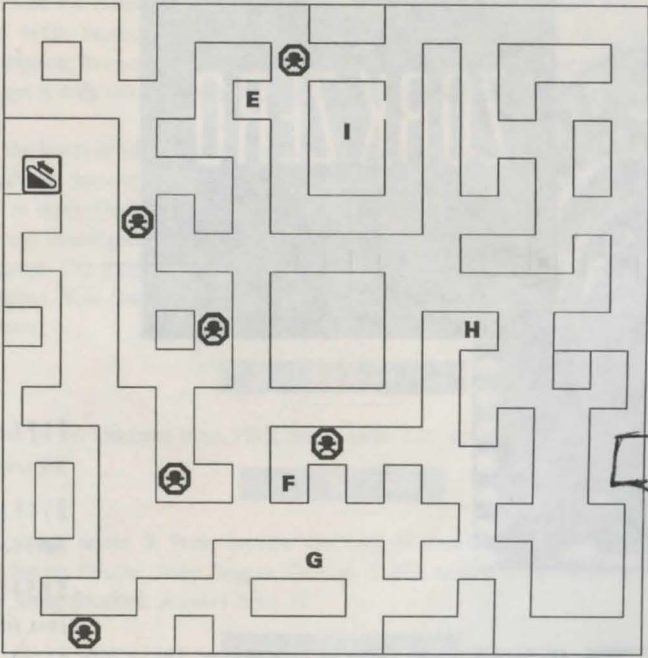
- E: Light weight, hammer
- F: entrails
- G: tile
- H: tuning fork
- I: prop

**The Pyramid, Level Three**

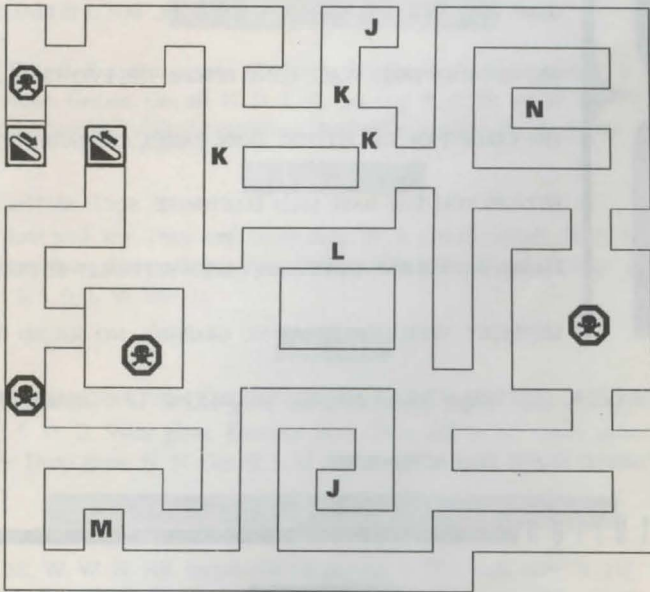
- J: fork tuner
- K: glass barrier
- L: prop
- M: stone
- N: tile



## Waxworks



**Pyramid: Level Two**



**Pyramid: Level Three**



# ZORK ZERO

## TYPE

*All-text adventure*

## DIFFICULTY

*Advanced*

## SYSTEM

*IBM (Required:  
512K)*

## COMPANY

*Infocom/Activision*

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**R**EPUBLISHED BY ACTIVISION IN THE LOST TREASURES OF INFOCOM II, *ZORK ZERO* WAS THE LAST *ZORK* GAME WRITTEN AS AN ALL-TEXT ADVENTURE. BUT IT IS REALLY A PREQUEL WHOSE STORY TAKES PLACE LONG BEFORE THE EVENTS OF *ZORK I*. IT IS THE LARGEST OF THE ALL-TEXT *ZORK* GAMES, CONTAINING MANY LOGIC PUZZLES YOU MAY HAVE SEEN ELSEWHERE, SUCH AS THE TOWERS OF HANOI/BOZBAR AND NUMEROUS ORIGINAL PUZZLES BY DESIGNER STEVE MERETZKY. WHILE THERE ARE NO GRAPHICS, NO SOUND EFFECTS AND NO MUSIC, *ZORK ZERO* FEATURES SOME OF ADVENTUREDOM'S MOST FASCINATING PUZZLES AND IS NOT TO BE MISSED BY ANY TRUE ADVENTURER.

## THE SOLUTION

### GENERAL

During the game, the jester will inevitably show up and play pranks on you. He will also



help you at times. If he presents you with a slate or scroll, keep it. When a breeze blows a funny paper into the room, get it. For purposes of inventory management, keep these items by the cauldron in the banquet hall; this solution tells when to use them. Also, keep your eye on the ceramic pigeon, because it will sometimes be necessary to get it twice even though the solution says to get it only once. This is because the pigeon sometimes avoids your grasp when you reach for it.

Should the jester send a bedbug after you, sleep or sing a lullaby to get rid of it. If you have trouble breathing, remove and drop the clown nose. If the jester turns you into an alligator, causing you to drop your possessions, wait until you return to human form and pick up everything. This may cause problems where the ceramic pigeon is concerned. If so, you can always restore the game. The jester might also send a bat after you, who will fly you off to another location in the game. You can restore here as well, retrace your steps, or use the maps to get back where you were.

### INTRODUCTION

NE. S. W. E. W. Examine man. Hide under table. Get up. Get scrap.

### GREAT HALL

U. S. Examine rebus. S. Press button. Get bag. N. Examine rebus. N. D. Drop bag. S. S. Get scepter. Sit on throne. Snap fingers. Get up. S. Get candle N. N. N. N. E. Put scepter in cauldron. W. Ring doorbell. Answer time. N.

### VILLAGE AREA

NW. NW. U. Turn wheel. D. NW. NW. SW. Open locker. Get key. NE. NE. SE. E. S. Read tenets. N. N. Answer bookkeeper. Get Zorkmid. S. E. S. Get package. N. E.

### FROBOZZO BUILDING

Up (18 Times). S. Get t-square. N. Down (18 Times). D. Press button. S. Get on stand. Get off. Get violin. Get on. Get off. N. U. E. N. Get ring. S. W. W. W. W. NW. SW. SE. SE. SE. SE. S. E. Put t-square and violin in cauldron. Drop all except key. W. W. S. SW.

### WEST HALL

Unlock door with key. Drop key. Open door. W. S. Get dumbbell. N. E. NE. N. E. E. Put dumbbell in cauldron. Get package. Open package. Drop perch and package. Get pigeon. Get candle. S. W. S. S. S. S. W. SW. U.

### SOLAR

Get key. Answer y. W. S. Get glove and cloak. Drop pigeon. Get pigeon. Get perch and Zorkmid. W. S. D. D. Wear glove. Examine door. Turn dial to 80. Open door. S. Get stock. Remove glove. Drop glove. N. N. Get all. S. U. N. Get screwdriver. S. SW. S. W.

### CONSTRUCTION SITE AND THE PLAIN

W. SW. SE. W. W. N. NE. Install NW-SE passage in NW wall. NW. N. NE. NE. Install N-S passage in north wall. N. W. SW. SW. SW. W. NW. Drop perch. Wear cloak. E. E. E. Give pigeon to knight. Remove cloak. Get pigeon. (Knight, W. N. N. — all one command). Drop pigeon. Get pigeon. Get hardhat. (Knight, E. S. S.). Drop pigeon. Get pigeon. Drop cloak. Get perch. SE. E. NE. NE. NE. E. S. SW. SW. S. SE. SW. S. E. E. NW. NE. E. E. S. S.

## TOLL PLAZA AND ORB ROOM

Put Zorkmid in basket. S. E. D. Get all. U. W. N. N. N. N. NE. U. E. Drop orbs. Drop hat. N. Put stock and screwdriver in cauldron. Drop perch. S. SE. Unlock door with key. Drop key. Open door. E. N.

## LIBRARY

Look up Megaboz. Look up brogmoidism. Look up jester (note his middle name, which is random). Look up borphbelly stew. Look up zilbeetha. Look up Famathria. Look up Foobus. Touch armor. Again. Again. Get lance. S. E. Get wand. E. U. Open large door. N. N. Get goggles. S. S.

## TOWER OF BOZBAR

Open small door. The object here is to move all the pieces to the right post. You can't place a heavy weight on a lighter weight. If you do not put a number 1 weight on a 3- or a 5-ugh weight, and do not place a number 2 weight on a 4- or 6-ugh weight, this puzzle is not too hard to solve. Otherwise here's how to do it: 1-L. 2-R. 1-R. 3-L. 1-C. 2-L. 1-L. (You should now have 3 weights on the left). 4-R. 1-R. 2-C. 1-C. 3-R. 1-L. 2-R. 1-R. (Now there should be 4 weights on the right). 5-L. 1-C. 2-L. 1-L. 3-C. 1-R. 2-C. 1-C. 4-L. 1-L. 2-R. 1-R. 2-R. 1-R. 3-L. 1-C. 2-L. 1-L. (5 weights on left). 6-R. 1-R. 2-C. 1-C. 3-R. 1-L. 2-R. 1-R. 4-C. 1-C. 2-L. 1-L. 3-C. 1-R. 2-C. 1-C. 5-R. 1-L. 2-R. 1-R. 3-L. 1-C. 2-L. 1-L. 4-R. 1-R. 2-C. 1-C. 3-R. 1-L. 2-R. 1-R. (All 6 on right).

Open large door. N. E. Get manuscript. W. S. Open small door. Now we move the tower to the left: 1-C. 2-L. 1-L. 3-C. 1-R. 2-C. 1-C. (3 on center). 4-L. 1-L. 2-R. 1-R. 3-L. 1-C. 2-L. 1-L. (4 on left). 5-C. 1-R. 2-C. 1-C. 3-R. 1-L. 2-R. 1-R. 4-C. 1-C. 2-L. 1-L. 3-C. 1-R. 2-C. 1-C. (5 on middle). 6-L. 1-L. 2-R. 1-R. 3-L. 1-C. 2-L. 1-L. 4-R. 1-R. 2-C. 1-C. 3-R. 1-L. 2-R. 1-R. 5-L. 1-C. 2-L. 1-L. 3-C. 1-R. 2-C. 1-C. 4-L. 1-L. 2-R. 1-R. 3-L. 1-C. 2-L. 1-L. (All 6 on left).

Open large door. N. W. Get cup. Drop pigeon. Get pigeon. Put manuscript and lance in cauldron. Drop cup and wand. W. W. S. SW. W. N.

## PEGGLEBOZ AND THE SHELL GAME

Read instructions. Play peggleboz. There are several ways to win; this is only one: O-G. M-O. F-N. T-I. P-N. N-F. E-J. A-E. F-C. B-D. H-C. C-F. R-H. F-P. P-R. U-L. H-R. S-Q. Q-G. Examine.

Wear goggles. N. (Note where the jester hides the Zorkmid Bill). Point at it. Remove goggles. Drop goggles. Drop pigeon. Get pigeon. Put bill in cauldron. S. W. D. SW. S. S.

## PORT FOOZLE

E. Answer (jester's middle name from the encyclopedia.) Get bomb. W. W. W. SW. SW. SW. SE. Read sign. NE. Read left door. Read center door. Read right door. Enter the door that mentions Veritassi Territory. Get shovel. D. W. W. Drop pigeon. N. Take number. Get box. Read sign. Wait (until the executioner calls your number). Executioner, behead me. Drop ticket. W. N.

## DOUBLE FANUCCI

Sit. Keep playing until the jester discards trebled frumps. (Until then, it doesn't really matter what plays you make, as long as you draw often enough to keep four cards in your hand).

Now undertrump three cards in a row. Get broom. Get up. S. E. Get pigeon. Get slate (the jester should have given it to you by now). W. N. NW. NW. NW. NW.

### OUTER BAILEY

Get on stump. Read slate. Drop slate. Follow directions on slate. Dig with shovel. Open chest. Get crown. Drop shovel. Drop pigeon. Get pigeon. Put crown in cauldron. Get funny paper (hopefully you picked it up when you saw it and left it here, or read it and recorded which slab to look under). S. SE. E. S. Open trap door. D. Read paper. Look under the slab that the paper indicates. Drop paper. S. S. S.

### DUNGEON

SE. Sweep webs. Drop broom. Get flask. NW. SW. Open torture devices until metronome falls from ceiling. Get metronome. NE. D. Get cap. U. Answer triplet. Drop pigeon. Get pigeon. Put flask and metronome in cauldron. Get perch. S. W. D. SE. E.

### LAKE AREA

Get on dock. Get on yacht. Examine controls. Wear cap. Press blue. Press white. D. Open box. Get pellet. Drop box and pellet. Open bathysphere. Get in. Close bathysphere. Put hand in waldo. Get pellet. Turn light on. D. Wait (four times). Drop pellet. Get ruby. U. Wait (four times). Remove hand. Open bathysphere. Out. Get ruby. U. Press green. Out. Out. S. W. Get on camel. E. N. W. Get off. W. Answer music. E. S. E. NE. Get fox. N. E. Get amulet. Wear amulet. Push boulder. N.

### GROTTO

Press button. Drop all. Get pigeon, candle and bomb. W. Get candle, gravel and bomb. D. Throw bomb. U. Get pigeon. W. Get all. Get pigeon. W. Get all. Get pigeon. Get all. NE.

### SHRINE

Put all gravel in bowl. Touch elixir. SW. S. W. N. Get saddle and rooster. S. E. N. W. Get all. Get pigeon. U. U. E. N. Drop perch. Remove cap. Put cap, saddle and diploma in cauldron. Get wand. E. D. Get walnut. U. W. W. N. Get worm. S. W. Wave wand at lobster. Get nutcracker. S. SW. W. W.

### WEST WING

Open walnut with nutcracker. Show walnut to jester. Eat walnut. W. Drop pigeon. In. Press right button. Wait (four times). Out.

### FENSHIRE

S. E. N. Show fox to jester. Drop all. Get rooster. N. Drop rooster. S. Get worm. N. Drop worm. Get rooster. S. Drop rooster. Get fox. N. Drop fox. S. Get rooster. N. Get block. S. E. S.

### HOTHOUSE

To win at Snarfem, do what the flowers in the upper corners tell you to do. The left corner tells you which pile to pick. The right tells you how many pebbles. Get fan. N. N. Get all except shell. S. W. N. In. Press left button. Wait (four times). Out. Get pigeon. Put fan in cauldron. Get perch. S. Get orbs. W. D. S. Get toboggan. N. U. E. SE. E. S. D. D.

**ORACLE**

Put rub in depression. Drop perch. Examine amulet. Each time the oracle blinks, the amulet changes. When only one eye is open on the amulet, enter oracle.

**GRAY MOUNTAINS**

Drop toboggan. Sit. Look at fiery orb in mirror. Look at glittery orb in mirror. Look at smoky orb in mirror. Look at milky orb in mirror. Drop all the orbs except the one in which you saw the young maiden. Get off. Get toboggan. Throw toboggan north. NW. W. Get model. Drop pigeon. Get pigeon. Drop model. Get perch. Examine amulet. Wait (until no eyes are open). Enter oracle.

**FLATHEAD FJORD**

D. Drop perch. Rub amulet. N. W. Get all except pigeon. U. SE. Wave wand at snake. Open cage. Get rope. NW. D. Get pigeon. Tie rope to spire. D. Get all. Drop pigeon. Get pigeon. Get perch. U. Push button. NE. D. Put orb on altar. Get flower. U. SW. SW. Put block in hole. S. Get sapphire. Rub amulet. N. W. Get all. Get pigeon. U. U. E. N. Drop sapphire and perch. Get landscape. Put landscape and easel in cauldron. W. S. W. SW. W. W. In. Push right button. Wait (four times). Out.

**FENSHIRE REVISITED**

S. E. Put flower in vase. E. Get ladder. Drop pigeon. Get pigeon. Drop ladder. Get cup. W. S. D. D. D. Get lantern. D. D. NE. D. D.

**UNDER THE WORLD**

W. W. U. Drink potion. Listen to fungus. Note name of cousin. Drop pigeon. Get pigeon. Get all except package. S. Get hat. SE. E. S. D. D. Drop ring and sapphire. Drop perch, cup and ladder. Examine amulet. Examine amulet. Enter oracle when four eyes are open.

**ANTHARIA**

Wear hardhat. E. N. N. Press button. NW. Get pen. SE. S. SW. W. Remove hat. Drop hat. W. SW. Get club. SE. E. U. E. SE. Light lantern. Cough. Sickly, witch, hello. Get vial. NW. Examine nest. Get tie. W. D. Get all. Turn lantern off. Drop pigeon. Get pigeon. Get perch and model, U. U. N. W. NW. N. Put tie, model and pen in cauldron. W. S. Drop perch. E. SE. E. S. D. D. Get ladder and sapphire. Get cup and ring. Drop lantern. Examine amulet. Enter oracle when three eyes are open.

**FUBLIO VALLEY**

SW. W. U. U. U. U. U. U. Drink potion. Find the cousin mentioned by the ear fungus. Get little fungus. D. D. D. D. D. E. SE. S. D. Wear ring. Get sapphire. Remove ring. Drop all. Get ladder and key. Get wand, vial and candle. U. N. NW. S. W.

**MEGABOZ'S HUT**

Drop ladder. Climb ladder. Open trap door. U. Press button. Unlock trunk with key. Drop key. Open trunk. Get notebook and fly. D. Read poem. (The words to the blanks in the poem are provided by the rebus in the castle.) It tells you how to get the key to the trunk that you

just opened). E. N. SE. E. NE. Get vial. SW. W. S. D. Get little fungus. Get pigeon.

### THE FLAMINGO AND THE TESTING ROOM

Drop all. Get bag, wand and candle. W. Wave hand at flamingo. Get flamingo. E. D. N. N. Put flamingo in left booth. Get in right booth. Open bag. Wait (until lawn ornament becomes flamingo). Press black button. Eat food. Wait (until you are human again). Get amulet and candle. Wear amulet. Out. Out. S. S. U. Get small vial and large vial. Get little fungus. Get pigeon. D. D. D. D. D. NE. D. D.

### UNDER THE WORLD REVISITED

W. W. U. Drop little fungus. In. Get wax. Drop pigeon. Get pigeon. Get fly and perch. S. S. S. S. W. U. U. U. U. Get fly. D. D. D. D. E. E. D. N. N. D. Drop perch. Enter oracle. Rub amulet. W. S. SW. Get fly. W. N. W. Get on camel. E. S. S.

### GREAT UNDERGROUND DESERT

SW. SE. SE. NE. Get off. Fill large vial. Fill small vial. Fill small vial with large vial. Empty small vial. Fill 4-gloop vial with 9-gloop vial. Empty 4-gloop vial. Fill 4-gloop vial with 9-gloop vial. Fill large vial. Fill small vial with large vial. Drop pigeon. Get pigeon. Get lantern. Examine amulet. Wait (until four eyes are open). Enter oracle.

### ANTHARIA REVISITED

W. SW. SE. E. U. E. SE. Light lantern. Give large vial to sickly witch. Give wax to sickly witch. NW. W. D. Get all. W. NW. Get club. Drop small vial. Drop pigeon. Get pigeon. Examine amulet. Wait (until two eyes are open). Enter oracle.

### FRIGID RIVER VALLEY

N. N. NE. Get fly. SW. NW. SW. Give flies to Otto. Get spyglass. Otto, give me the spyglass. Get spyglass. Drop pigeon. Get pigeon. U. U. N. W. NW. W. Get notebook. N. E.

### BANQUET HALL

Put lantern, spyglass and club in cauldron. Read notebook. Say the magic word found in the notebook. W. N. NW. NW. NW. NW. NW. NW.

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1871-1881

[The following text is extremely faint and largely illegible. It appears to be a list of entries or notes, possibly related to the years 1871-1881 mentioned in the header. The text is organized into several columns and rows, but the individual words and phrases are too light to transcribe accurately. It may include names, dates, and descriptive notes.]





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